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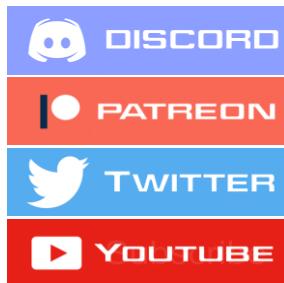
GM Josh, The Hidden Library, My many players over the years

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TABLE OF CONTENTS

Introduction	6
Spaceframes.....	7
Ares-Class.....	7
Cheirax-Class.....	8
Dauntless-Class	9
Imperial-Class.....	10
Premonition-Class.....	11
Universe-Class.....	12
Vindicaar-Class.....	13
Wells-Class	14
New Ship Talents.....	15
New Ship Weaponry	18
Species	19
Barzan	19
Ceratodraco	20
Chameloid	21
Csini.....	22
Dohrnii	23
Draenei.....	24
Kentauros.....	25
Khornette	26
Saphelis	27
Sloix	28
Tzeenette	29
Undine (Species 8472)	30
Zaldan.....	31
Updated Fleet Combat.....	32
Misc. Rules	35
Mission Compendium: Pandora's Box.....	36
Psi-Shift	36
Triplicates.....	44
Rings.....	50

Pandora's Gate	57
Mission Compendium: Hurricane	66
The USS Hurricane	66
Calm Winds	70
Shattered Time.....	76
Stormwall	83
Caught in the Web	88
Tholian Profiles	92
Mission Compendium: Andromeda	93
Andromeda	93
Heart of Steel	97
New Mission Profile: QSD Prototype	98
New Neighborhood.....	104
Paradox	111
Muuat.....	116
Mission Compendium: Deep Space 24	123
Deep Space 24.....	123
If the Shoe Fits	125
Mirages	130
Payback	134
Mission Compendium: Dark Mirror	136
I.S.S. Bonaventure.....	137
Polished Mirror	138
Mirror of Steel.....	143
Crystal Mirror	148
Broken Mirror	151
Mission: Rig for Red	154
New Mission Profile: Multi-Adaptive Prototype.....	154
Rig for Red Outline	155
U.S.S. Caliburn Sheet.....	158
The Romulan Star Empire	159
The Empire's History.....	159
Important Romulan Figures and Organizations.....	163

Types of Romulan Campaigns	164
Romulan Character Generation	165
Talents.....	169
Romulan Spaceframes	171
Romulan Ship Talents	176
Mission Brief: Playing with Fire.....	178
Tempus Fugit.....	179
Time Travel in Trek.....	179
How to Include Time Travel in Your Game	182
The Temporal Era.....	184
Roll20 Assets	186
Afterword.....	188
Legal	189

INTRODUCTION

Hello there!

My name is ELH. I have been an avid contributor to the *Star Trek Adventures* community since 2017, including [contributions to Continuing Mission](#), [multiple streamed games](#), and [running the subreddit](#). Over the years I've produced enough homebrew content that warrants updating and combining them all into a book!

Contained within this book is every single mission compendium, species profile, additional rule(s), setting guides, and other homebrew I've written to date. That includes *Pandora's Box*, *Rig for Red*, *Hurricane*, *Andromeda*, *Deep Space 24*, *Dark Mirror*, *The Romulan Star Empire*, *Tempus Fugit*, over eight species profiles, Roll20 macros and guidance, over seven ship profiles, updated Fleet Combat rules, miscellaneous Talents, and more! The content covers nearly every era, as well as the Mirror Universe and Time Travel! The only eras/shows not particularly featured in this book are *Picard* and *Discovery*. It's my understanding that Modiphius is hoping to cover those two in the future, so they won't be covered here.

My content will *always* be available free of charge, so never feel obligated to donate to me. That said, I do greatly value every single one of my subs and patrons. They help cover some of my monthly costs that in turn makes projects like this feasible in-between multiple streams and other work. If you are interested in contributing, please check out either [my Twitch](#) or [my Patreon](#).

But really, the best way you can show your thanks is by spreading the word about *Star Trek Adventures* and/or [sending me an email](#) if you had a good experience using any of my content.

Live Long and Prosper! 

- ELH

SPACEFRAMES

ARES-CLASS

Entered Service: 2377 (Prototype)

Mainline Ares-class starships started to roll out of Utopia Planitia in 2380.

Overview/Capabilities:

By 2374, the *USS Prometheus* had been in service for almost a year. The design had proved successful, yet the highly complex separation systems made the class resource intensive. Each vessel was projected to take a significant length of time to build, making it ultimately unsuitable for mass production. Starfleet Command desired a ship that could be built in greater numbers, while still retaining as many of positive qualities of the *Prometheus*-class as possible.

The design for the Ares-class was completed by the end of the Dominion War. It was one of the first to be started after the peace accords were signed. As instructed, the design was based heavily on the *Prometheus*-class, with all the systems required for MVAM removed. In an attempt to make up for this lack of separation abilities, the Ares-class sported an experimental enhancement to the Type-XII phaser arrays. The goal being to make them more efficient and more resistant to battle damage.

Despite still remaining a vessel focused on tactical strength, the Ares design featured more space for science facilities than the *Prometheus*-class. Though it was still outclassed in this area by dedicated Science and exploration orientated classes.

The prototype *USS Ares* was launched for testing in December 2377. By late 2380, the first series of the completed Ares-class vessels were flowing from the shipyards. So far the class has proved to an excellent tactical vessel in the field

while still remaining a capable explorer in peace time.

In 2381 and 2382 Starfleet began a fleet-wide upgrade with the new Quantum Slipstream Drive. The second series of Ares-class ships were also updated with the new "Sprint Drive", while the first run had to receive retrofits.



SYSTEMS

Comms: 08	Engines: 12	Structure: 11
Computers: 10	Sensors: 09	Weapons: 13

DEPARTMENTS

Command: 0	Security: +2	Science: 0
Conn: +1	Engineering: 0	Medicine: 0

SCALE: 4

WEAPONRY

- Phaser Arrays
- Phaser Cannons
- Quantum Torpedoes
- Tractor Beam (Strength 3)

TALENTS

- Ablative Armor
- Advanced Phaser Supply

CHEIRAX-CLASS

First Encountered: 2373

Overview/Capabilities:

The *Cheirax*-class is an upgraded, larger version of the classic *Nicor*-class seen most often in use by the Undine. It has been modified to allow compatibility with lifeforms and technology not native to Fluidic Space. Though still classified as a Bio-Warship, it is able to fill many operational roles.

The Bio-Warship is a trilaterally symmetrical vessel about 300 meters long. It consists of biological material with a genetic makeup similar to the Undine. The aft of the ship consists of three structures that form organically-grown, dual-purpose warp/transwarp coils that are also capable of generating quantum singularities to open gateways to/from Fluidic Space. It is highly resistant to weapons fire, with the biological matter of the vessel adapting and changing nearly instantly to render an attack ineffective.

Normally, only a singular telepathic crewmember is required to control the vessel. The Groundkeepers faction of Undine have deliberately modified their *Cheirax*-class to allow for multiple pilots. They also have included means to create non-hostile environments for species from the Milky Way. This allows the crew to interact and entertain with non-Undine cultures as is the Groundkeepers' goal.



SYSTEMS

Comms: 10	Engines: 12	Structure: 13
Computers: 10	Sensors: 12	Weapons: 13

DEPARTMENTS

Command: 0	Security: +1	Science: 0
Conn: +1	Engineering: 0	Medicine: +1

SCALE: 4

WEAPONRY

- Fluidic Antiproton Array
- Fluidic Antiproton Cannons
- Biograppler Cables (Strength 3)

TALENTS

- Bioregenerative Systems
- Undine Propulsion

DAUNTLESS-CLASS

Entered Service: 2410 (Or any time post 2378)

Overview/Capabilities:

The *Dauntless*-class was originally a type of starship used by a member of Species 116 in an attempt to entrap the crew of the USS Voyager in 2374. It was notably equipped with a Quantum Slipstream Drive (QSD), which allowed it to travel at speeds greater than the standard Starfleet warp scale at the time. The exposure to the technology allowed Starfleet to develop its own version in later years. The original design (i.e. the "USS Dauntless") was relatively minimalist, possessing only one transporter and no replicators, holodecks, or shuttlecraft. The Starfleet Corps of Engineers eventually acquired additional data about the original prototype from the Delta Quadrant, which enabled them to put the *Dauntless*-class into true production.

Quantum Slipstream Data:

QSD operates by routing energy through the vessel's main deflector, which then focuses a quantum field. This allows the vessel to penetrate the quantum barrier. In order to maintain the slipstream, the phase variance of the quantum field has to be constantly adjusted. Otherwise, the slipstream will collapse and violently throw the ship back into normal space.

The average speed of QSD is 2.63×10^6 times the speed of light. However, it cannot be used for long periods without risking problems or requiring fresh benamite. Larger ships have trouble maintaining QSD due to the power requirements, and all ships must stop to check the hull every so often to prevent the ship from being torn apart.



SYSTEMS

Comms: 09	Engines: 11	Structure: 09
Computers: 11	Sensors: 12	Weapons: 08

DEPARTMENTS

Command: 0	Security: 0	Science: +1
Conn: +1	Engineering: +1	Medicine: 0

SCALE: 3

WEAPONRY

- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 2)

TALENTS

- Quantum Slipstream Drive
- Advanced Sensor Suites

IMPERIAL-CLASS

Entered Service: 2375 (Projected)

Overview/Capabilities:

The *Imperial*-class is a variant of the *Sovereign*-class. It's most notable for the prominent build up along the upper surface of the neck and rear of the saucer section. Its saucer is notably thinner than any other Sovereign variant. The pylons are also rather rigid, and the nacelles are placed very forward on the design. These design changes were made with the Dominion in mind. The Dominion quickly identified the rear portion of the Sovereign's saucer section as a weak point, especially when the Jem'Hadar did suicide runs. By installing Ablative Armor paneling around this area, it could act in the same manner as a crash barrier: dissipating impact energy through deformation over a greater area. Other changes included the installation of ship-wide holo-emitters and the latest breakthroughs in Warp Core design. These same changes would also be used on the Prometheus-class.

With greater defensive capabilities and a more powerful warp core, the *Imperial*-class is able to get to the fight quicker and stay in the fight longer than the base Sovereign. Though some may look at the aesthetics of the ship and dismiss it for being ugly and/or clearly the work of a crazed engineer, its service record speaks for itself.



SYSTEMS

Comms: 08	Engines: 10	Structure: 11
Computers: 10	Sensors: 10	Weapons: 11

DEPARTMENTS

Command: +1	Security: +1	Science: 0
Conn: 0	Engineering: +1	Medicine: 0

SCALE: 6

WEAPONRY

- Phaser Arrays
- Photon Torpedoes
- Quantum Torpedoes
- Tractor Beam (Strength 5)

TALENTS

- Command Ship
- Improved Warp Drive
- Quantum Torpedoes
- Ablative Armor

PREMONITION-CLASS

Entered Service: 2414

First Encountered in 2376, Classified Afterwards

Overview/Capabilities:

The first *Premonition*-class vessel, the *USS Premonition*, was constructed in an alternate timeline in which the Federation had been almost completely destroyed by a Borg invasion in 2376. Under the command of Captain Thaddius Deming, the *USS Premonition* traveled back through time to deliver a warning of the impending invasion. The Borg advance was eventually halted as a result, and the *USS Premonition* returned to parts unknown. The ship would have otherwise remained classified were it not for the actions of Fleet Admiral Ignitrix. She was the main factor in the plans for the *Premonition*-class being used in the construction of the *USS Titor* in the year 2414.

The *Premonition*-class is similar in size and configuration to the *Sovereign*-class. The most notable difference is a third, pink-hued nacelle supported by struts coming out of the rear of the saucer section. This Temporal Drive is capable of opening temporal gates, in addition to powering other temporal technologies such as the Temporal Stasis Field Generator.

SYSTEMS

Comms: 09	Engines: 12	Structure: 10
Computers: 12	Sensors: 10	Weapons: 09

DEPARTMENTS

Command: 0	Security: 0	Science: +1
Conn: 0	Engineering: +2	Medicine: 0

SCALE: 6

WEAPONRY

- Phaser Arrays
- Photon Torpedoes
- Quantum Torpedoes
- Tractor Beam (Strength 5)

TALENTS

- Temporal Drive
- Temporal Stasis Field Generator
- Improved Warp Drive
- Quantum Torpedoes



UNIVERSE-CLASS

Entered Service: 26th Century (Projected)

Overview/Capabilities:

The *Universe*-class is a multi-mission explorer in Starfleet service in the 26th century. They are colossal starships designed to function as both a mobile starbase and a forward battle station that is capable of traveling between galaxies. These ponderous behemoths are very slow to maneuver, but offer tremendous firepower, unparalleled durability, and the capability to launch combat support vessels.

The most famous ship of the class – the *U.S.S. Enterprise-J* – was absolutely pivotal to the allied victory at the Battle of Procyon 5. Through its use of the Tox Uthat and the support of allied forces, the *Enterprise-J* was capable of finally returning the Sphere Builders back to their pocket dimension.

A *Universe*-class starship is grown from replicated components. The ship's length is given between 3,219 and 3,618 meters, or about 2 miles. The vessel is large enough to be divided into suburbs called 'Urbs' based on various environments, including large parks, entertainment zones, and universities. Due to the size, site-to-site transporters replace turbolifts. Huge windows cover large parts of the hull on both the top and bottom of the saucer. There is no centralized bridge, and the ship's population includes a multi-species crew.

Universe-classes have a built-in Gravitic Lance capable of dealing ludicrous amounts of damage. They are also able to act as mobile starbases to repair and refuel ships.

SYSTEMS

Comms: 11	Engines: 14	Structure: 15
Computers: 11	Sensors: 11	Weapons: 11

DEPARTMENTS

Command: +1	Security: +1	Science: 0
Conn: 0	Engineering: +1	Medicine: 0

SCALE: 12

WEAPONRY

- Phaser Arrays
- Photon Torpedoes
- Quantum Torpedoes
- Tractor Beam (Strength 11)

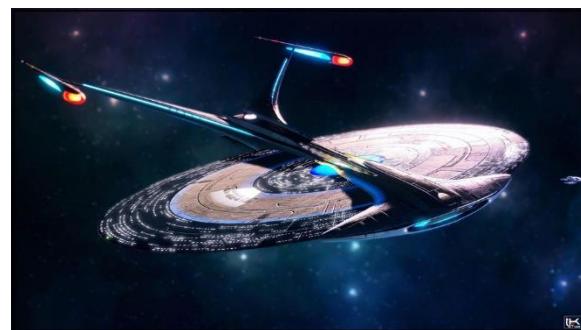
TALENTS

Universe starships are limited to a total of 12 Talents. They also have access to Talents normally reserved for Starbases. By default, they have the following Talents:

- Rapid Repairs
- Gravitic Lance
- Sturdy Construction (*Command* p. 95)
- Firebase (*Command* p. 95)
- Fighter Wing
- Extensive Shuttlebays
- Tertiary Reactors
- Command Ship
- Quantum Torpedoes

Docking Capacity

Up to six vessels, each of Scale 6 or lower



VINDICAAR-CLASS

Entered Service: Year 32 ADP

(Azeroth Calendar) Equivalent to 2343

Overview/Capabilities:

The construction of the original *Vindicaar* prototype first began after the Battle for the Exodar, during the third invasion of Azeroth by the Burning Legion. The Draenei's Dimensional Ship, the Exodar, had long been crippled by the crash that originally brought the Draenei to Azeroth in 26 ADP. The development of the *Vindicaar* consumed nearly every spare moment and resource, and only just completed when a connection between Azeroth and Argus (the Draenei homeworld) opened in the skies of Azeroth. Gathered forces of Azeroth's mightiest champions then gathered aboard the new vessel and set out with the intent of rendezvousing with the Army of Light on Argus itself.

More crystal than ship, the majority of the *Vindicaar*-class is taken up by seemingly-living crystalline structures that absorb and store energy. It was designed as a mobile base of operations, providing fire support and transport roles to forces on the ground. It utilizes Lightforged Beacons, a form of teleportation, to maintain instant connections to various nearby and distant locations at any given time. The *Vindicaar*-class also is equipped with powerful defensive shields, as well as unique air-to-surface weaponry.



SYSTEMS

Comms: 10	Engines: 08	Structure: 08
Computers: 09	Sensors: 08	Weapons: 07

DEPARTMENTS

Command: +2	Security: +1	Science: 0
Conn: 0	Engineering: 0	Medicine: 0

SCALE: 4

WEAPONRY

- Light Banks
- Crystalline Torpedoes
- Tractor Beam (Strength 3)

TALENTS

- Command Ship
- Independent Phaser Supply
- Advanced Shields

WELLS-CLASS

Entered Service: 29th Century (Projected)

Overview/Capabilities:

Built to protect the timeline against temporal incursions, the *Wells*-class timeship featured extraordinary technologies specifically geared towards accomplishing the goals of the Temporal Integrity Commission. The most famous of these vessels, the *USS Relativity*, worked extensively to correct the changes to the timeline that continued to occur around the *USS Voyager*.

Wells-class timeships were equipped with powerful sensors capable of scanning the spacetime continuum to protect the timeline against temporal incursions. If one was detected, an undercover agent could be sent, or the ship would interfere directly. Ships of the class featured powerful temporal transporters on the bridge. These were capable of beaming a person to and from specific points in time, down to the microsecond, and across vast interstellar distances. The hull was specifically designed for time travel and featured carefully crafted temporal geometry contours. A matter intake on top of the secondary hull fueled the warp and impulse engines. It was situated behind the temporal warp core, which enabled the vessel to travel through time and allowed it to bring other ships along for the ride.

TALENTS

A *Wells*-class vessel may have up to four Talents, rather than the three its Scale would normally permit.

- Temporal Sensors
- Temporal Transporters
- Temporal Shielding



SYSTEMS

Comms: 09	Engines: 13	Structure: 10
Computers: 11	Sensors: 13	Weapons: 08

DEPARTMENTS

Command: +1	Security: 0	Science: +1
Conn: 0	Engineering: +1	Medicine: 0

SCALE: 3

WEAPONS

- 29th Century Phaser Arrays
- 29th Century Torpedoes
- Tractor Beam (Strength 2)

NEW SHIP TALENTS

The following section details all the new Talents that I've created either for the previous spaceframes or just in general. Many of them are meant specifically for their particular spaceframe and/or era of play, but there's nothing stopping you from applying them to your own game. Just exercise caution!

Ablative Generator

This ship is equipped with advanced armor and shield emitter technology that is capable of generating a nearly-impenetrable layer of armor around the hull. Unless the ship's Structure has suffered one or more Breaches, whenever a character performs a Task assisted by the ship's Structure, they may reduce the Difficulty of the Task by one, to a minimum of 0. This also increases the Resistance of the ship by 1.

Advanced Phaser Supply

This ship's phasers use an independent power supply rather than drawing directly from the ship's other power sources. Attacking with the ship's phasers no longer has a Power Requirement.

Unlike the Independent Phaser Supply Talent, the effectiveness of an attack with the phasers can be boosted. Specifically, 1 Momentum confers an additional 1A, 3 Momentum confers a total addition of 2A, and 6 Momentum confers a total addition of 3A

Biograppler Cables

These grapplers enable a Bioship to grab onto objects and ships. They function similarly to a Tractor Beam, but if the target breaks free, roll 1 CD. On an Effect, the cables have been damaged and cannot be used again until repaired.

Bioregenerative Systems

Whenever an Undine vessel succeeds at a Task to repair damage, the ship also repairs a single

Breach, plus one additional Breach per Momentum spent (Repeatable). This Talent also increases the vessel's Resistance by +2

Class 10 Warp Drive

This ship is equipped with the latest type of warp drive developed by Starfleet. It allows a sustainable cruise velocity of warp 9.98 and can produce a maximum output of six thousand teradynes per second. Unless the ship's Engines have suffered one or more Breaches, whenever a character performs a Task assisted by the ship's Engines, they may reduce the Difficulty of the Task by one, to a minimum of 0.

Cryo-Neural Gel Pack

This ship is equipped with modified bio-neural gel packs that have been turned into [cryo-arithmetic engines](#). This is a type of quantum computer that, when certain algorithms are executed, leads to a local violation of the [second law of thermodynamics](#): The computer gets colder instead of hotter. Unless the ship's Computers have suffered one or more Breaches, whenever a character performs a Task assisted by the ship's Computers, they may reduce the Difficulty of the Task by one, to a minimum of 0.

Fighter Wing

The ship contains one or more squadrons of Scale 1 fighters that can be launched to attack or harass opponents. To launch fighters, a ship's shields must be down. Each round, the carrier's commanding officer or the fighter's squadron leader can direct the wing's attack, choosing either offense or defense. On an offensive attack run, if the ship hits the fighter's target with an attack, the fighters grant you 2 bonus Momentum that cannot be saved to the group pool. On a defensive attack run, the Difficulty of attacks against the ship increase by 1. The fighters can be targeted, with the standard increased Difficulty for targeting small craft. A single breach disables a fighter, and when 3

fighters have been disabled they can no longer make attack runs.

Gravitic Lance

By spending 6 Power and giving the GM 6 Threat, the vessel may fire its Gravitic Lance. This weapon instantly causes maximum structure breaches to any vessel of Scale 3 or lower. For Scale 4 and above, roll a number of Challenge Dice equal to the target's Scale. For every effect rolled, the target suffers 1 Breach to its structure.

MIDAS Pod

This ship is equipped with hyper-subspace communication technology first utilized in the [MIDAS Array](#). Unless the ship's Communications have suffered one or more Breaches, whenever a character performs a Task assisted by the ship's Communications, they may reduce the Difficulty of the Task by one, to a minimum of 0.

Quantum Slipstream Drive

This vessel is outfitted with QSD technology. To initiate slipstream, whichever character is operating the Helm must spend Power equal to the ship's scale, and attempt a Control + Conn Task with a Difficulty equal to the ship's scale, assisted by the ship's Engines + Conn. One other character may assist with Control + Engineering or Control + Science. Finally, the ship must maintain a Power level equal to or above twice the ship's Scale, otherwise the slipstream collapses.

QSD can only be used for a maximum of 60 minutes at a time (about 300 lightyears). Following its use, the ship must restore its power reserves and check the hull for micro-fractures (e.g. a fancy way of saying it has a cooldown). This downtime is at the GM's discretion.

Rapid Repairs

This vessel is considered a Starbase in regards to how it can repair breaches, be its own or those of a docked ship (*Command* p. 96)

Temporal Drive

This vessel is capable of time travel. It can also create temporal gates that can be used by other vessels. By spending 10 Power, and testing Control + Conn, assisted by the ship's Computers + Engineering, at Difficulty 3, a temporal gate can be created within Close Range of the vessel. The gate lasts for 1 Round, during which time up to 3 vessels up to Scale 8 each may enter it. The target time and destination must be declared prior to the gate's creation. This action must be performed from the Helm, Ops, or Main Engineering.

Temporal Sensors

This vessel is equipped with powerful sensors capable of scanning the spacetime continuum. This Talent confers the benefits of both the Advanced Sensor Suites and the High Resolution Sensors Talents.

Temporal Shielding

This vessel is equipped with a type of force field technology that anchors the vessel temporally and shields it against changes in the timeline. These shields operate like normal in ship combat until enough damage is taken to bypass any resistance. At such time, roll a number of Challenge Dice equal to the vessel's Security score. The total result is then subtracted from the damage. These Challenge Dice cannot be rerolled by any means.

Temporal Stasis Field Generator

This vessel is capable of freezing space-time in an area of space. Select a target within Medium Range. Then test Control + Engineering, assisted by the ship's Computers + Engineering, at Difficulty 4. On success, a bubble then extends outward from the target, encasing all entities within Close Range of the target. Entities inside this field cannot act in any manner until it fades after 1 Round. Allies are not affected by this weapon so long as they modify their quantum signature correctly prior to activation. This

action must be performed from the Tactical Station.

Temporal Transporters

This vessel is equipped with an advancement on transporter technology that allows the user to transport to a desired space and time. In addition, these transporters are able to beam targets to/from targets at Long Range and through non-Temporal Shielding. The major drawback to this technology is that using the transporters too often can result in temporal psychosis.

Tertiary Reactors

This vessel has a myriad of reactors that generate tremendous amounts of energy. Increase the ship's normal Power Capacity by 10.

Type XIII Phasers

This ship is equipped with the latest phaser emitters developed by Starfleet. Unless the ship's Weapons have suffered one or more Breaches, whenever a character performs a Task assisted by the ship's Weapons, they may reduce the Difficulty of the Task by one, to a minimum of 0. This also adds +1A to all Phaser-based attacks.

Undine Propulsion

This vessel is Transwarp Capable and can open quantum singularities that act as gateways between Fluidic Space and the known universe. The former mechanically acts the same as going to normal Warp. The latter requires a Control + Engineering Task, assisted by the ship's Engines + Engineering, at a Difficulty of 3. Success will open a Quantum Singularity at a location within Medium Range that lasts for two Rounds.

NEW SHIP WEAPONRY

29th Century Weapons

29th Century Phasers have the following

properties: *Versatile 3*

29th Century Torpedoes have the following

properties: *4A, High Yield, Long Range,*

Persistent 8, Piercing 1

Crystalline Torpedoes

Crystalline Torpedoes have the following

properties: *2A, Medium Range, Persistent*

Dampening 2

The Persistent Dampening X effect means that the target vessel suffers a loss of X Power at the end of each Round. This lasts for a number of rounds equal to the number of Effects rolled.

Fluidic Antiproton Weapon

An Undine Bioship is equipped with energy weapons of incredible strength capable of bypassing most defensive systems of even a Borg Vessel. By default, all such weapons have the Piercing 1 and Vicious 1 Quality. These qualities can be enhanced by +1 (repeatable) by giving the Gamemaster double the amount of threat: In other words, the first +1 costs 2 Threat, +2 total costs 4 Threat, +3 total costs 6 Threat, and so on). The absolute maximum limits are Piercing 5 and Vicious 2.

Light Energy Weapon

Light Energy Weapons have the following

properties: *Versatile 1, Calibration**

*By taking the time to calibrate before firing, the damage done is increased by +1A.

BARZAN

ALL ERAS OF PLAY

The Barzans are an intelligent humanoid species native to Barzan II in the Alpha Quadrant. Their blood is red, but turns black when exposed to air. Barzans are governed by the Barzanian Planetary Republic, led by a Premier. Barzan II is a resource-poor planet, dependent on interstellar trading partners and allies. Technologically, the Barzans have not developed crewed space travel, instead relying on automated robotic probes.

In 2366, Barzan scientists discovered a wormhole near their planet, believed to be the first stable wormhole ever discovered. Access to this wormhole was auctioned to the highest bidder, with the hopes that it would help usher in a new era of prosperity for Barzan II. Soon after these negotiations ended, however, it was discovered that the wormhole was only semi-stable; the far end shifted positions periodically, and the Alpha Quadrant end would eventually destabilize as well, rendering the wormhole essentially useless.

EXAMPLE VALUE: My environment may be toxic, but I need not be.

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Barzan. When leaving their homeworld, Barzans are reliant on a breathing apparatus that provides them with gases found in the atmosphere of Barzan II, toxic to most other humanoid life forms.
- **TALENTS:** The character receives access to the following talents:

TOXIC IMMUNITY

REQUIREMENT: Barzan, or Gamemaster's Permission

Thanks to the harsh conditions on their home planet, Barzans can handle environments that would otherwise be inhospitable to other life. You ignore any increases in Difficulty to any Task that would be due to dealing with a toxic atmosphere, up to the GM's discretion. This does not allow you to survive in truly hostile environments (such as a Class Y Planet) and/or in the dead of space.

UNMANNED TECH

REQUIREMENT: Barzan, or Gamemaster's Permission

You are particularly adept at creating unmanned/automated probes, drones, and other bits of technology. When performing a Task in relation to such, you may reroll a single d20.



CERATODRACO

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Ceratodraco are a warp-capable humanoid species from the planet Cerata. They gained Federation member status as of 2269. In terms of physiology, all Ceratodraco possess imposing horns, scaling along the arms and legs, and a tail. The latter is used primarily for balance, and allows them to run at great speeds, not unlike the raptors of Earth, without fear of losing balance. Their other features, along with their culture, cement them as a honorable, noble, warrior-like species.

Even to this day on their homeworld, it is not uncommon for young Ceratodraco to become a Squire to an older Knight. There is great importance placed upon values such as chivalry and respect. This can become a point of contention among those Ceratodraco in Starfleet and their peers, especially if the individual in question has their honor insulted or if a lower-ranking member they are responsible for is mistreated. In such an instance, it is not uncommon for a Ceratodraco to demand a non-lethal trial by combat.

Combat involving Ceratodracos tends to revolve around two main principles. The first is their goring charge with their horns. They will rush headlong into battle and engage their opponent in melee combat as quick as possible. The second is their natural armor. They rely on it to protect them from harm, ranging from blades to actual energy weapons. In this manner, they are especially resilient and deadly at close range. However, that is not to say they are incapable of fighting at range, merely that they prefer to be up close and personal.

Overall, they are not unlike Klingons that have embraced the more "civilized" side of being a warrior. It should be noted that while the two species may share different viewpoints on the finer points of honor and combat, they can agree on one thing: It is a good day to die.

EXAMPLE VALUE: Honor in all things and Respect to those who deserve it

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** Ceratodraco. Humanoid in design, Ceratodraco tend to stand taller than most Humans. Their horns and scaling come in a variety of colors. Their tails range in size from baseball bats to thrice that in both length and circumference. Ceratodraco are expectantly heavy compared to other species. Most of that weight is in their scaling, tail, and steel-like muscles. Their hearing is slightly better than a Human's, and their eyes allow them to see in low light conditions.
- **TALENTS:** The character receives access to the following talents:

DESIGNED TO SURVIVE

REQUIREMENT: Ceratodraco

Thanks to their sturdy construction and scaling, Ceratodraco are hard to injure.

The character gains +2 Resistance to all attacks.

GORING CHARGE

REQUIREMENT: Ceratodraco

A Ceratodraco in motion stays in motion. The character gains a special attack that allows them to move up to one zone and attack a target at close range with their horns. This special attack has the same base damage as Unarmed Strike but without Non-lethal and instead with Vicious 1



CHAMELOID

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Prior to 2293, Chameleoids were considered a myth by the Federation. It was during that year that Captain James T. Kirk and Doctor Leonard McCoy encountered a Chameleoid named Martia during their incarceration in the Klingon prison colony on Rura Penthe. These shapeshifters typically appear as a member of another species, and are able to shift their appearance at will. This makes them ideal for infiltration, smuggling, and other "less than legal" pursuits. It is this very trait that makes them extremely valuable in Intelligence work, and indeed Starfleet Intelligence has been known to employ Chameleoids. To the greater Federation, though, Chameleoids remain a legend as the majority of them hide in plain sight. Their single distinguishing feature is their yellow eyes with slit-like pupils that remain regardless of what form a Chameleoid takes. No one is certain what a Chameleoid's "default" shape looks like.

EXAMPLE VALUE: The Best Secret is Hidden in Plain Sight

- **ATTRIBUTES:** Instead of the normal Attribute options, choose three Attributes and add +1 to each of them.
- **TRAIT:** Chameleoid. As shapeshifters, Chameleoids tend to assume the form of other humanoids. At character creation, pick one other species. This species will be the Chameleoid's "default" form, the one they have grown up as and are most familiar with. When shapeshifting, a Chameleoid must retain their distinct, cat-like, yellow eyes. They cannot turn into inanimate objects, only other humanoids.
- **TALENTS:** The character receives access to the following talents. All Chameleoid characters must take the Shifter Talent during Character Creation.

SHIFTER

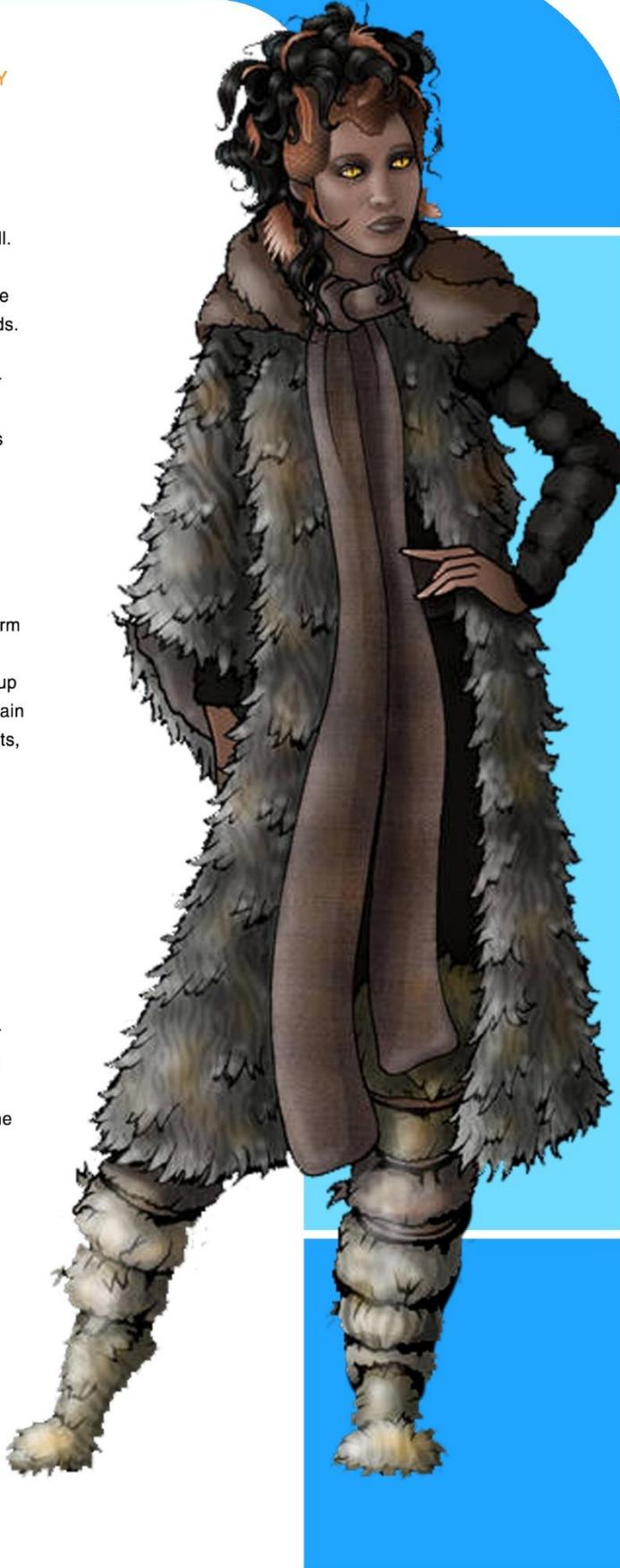
REQUIREMENT: Chameleoid

This Talent is mandatory and must be selected by a Chameleoid character during character creation. The character may spend 1 Momentum as a Minor Action once per Turn to assume a different humanoid form. In doing so, they gain an additional Trait to reflect whatever species' form they have chosen. However, they cannot mimic a specific individual unless they also possess the Shifting Mastery Talent. While in an alternate form, it is next to impossible (Difficulty 5) to discern the Chameleoid's true nature. This includes blood screenings and separating some part of the Chameleoid's body.

SHIFTING MASTERY

REQUIREMENT: Chameleoid

The Chameleoid may, when assuming an alternate humanoid form, assume the form of a specific individual. They are able to mimic their appearance and personality sufficiently that even close friends may be unable to discern the truth. Furthermore, the Chameleoid may fake injuries and other sudden changes to their form with a Difficulty 2 Control + Conn Task.



SPECIES

MIRROR UNIVERSE OR GAMEMASTER'S PERMISSION ONLY

Augment Research resumed in 2155 by order of Empress Hoshi Sato. The intended outcome of such efforts was to produce a sub-species of Humanity with greater intelligence, agility, strength, resistance, and senses. In the Prime Universe, such Augmentation led to major defects in their genome, which made Augments belligerent, arrogant, and ambitious with a diminished sense of morality. Such traits were deliberately reinforced and bred towards in the Mirror Universe, turning the "defects" into desirable traits. The resulting genome saw the Augments manifesting peculiar physical traits such as ash-black skin and hair, extended cranial horns, and tapered ears. Initial xenophobia towards them was quickly quashed when these Augments absolutely destroyed and subjugated the Rebellion in the Csini system. By order of the Empress, this new breed of Augments were given the name "Csini" in honor of their achievements.

EXAMPLE VALUE: I am Humanity's Future and you WILL respect that

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** Csini. As a derivative of Human Augments, they were designed to be extremely agile, thrice as intelligent, and up to seven times as strong as a normal Human. They were also heavily resistant to poisons, toxins, and diseases; had enhanced and expanded senses; and possessed skin that was resilient to any form of attack.
- **TALENTS:** The character receives access to the following talents.

AUGMENTED IMMUNITY

REQUIREMENT: Csini or Gamemaster's Permission

You gain 1 Resistance to all damage, as well as Immunity to Cold, Fear, Heat, and Poison.

A CERTAIN APPEAL

REQUIREMENT: Csini or Gamemaster's Permission

You gain an Advantage during any Social Conflict that relates to Intimidation or Charm. However, it takes you a Difficulty 3 Control + Command to back down from escalating conflict and/or turning to violence.

SUPERHUMAN TAKEDOWN

REQUIREMENT: Csini or Gamemaster's Permission

Your powerful body makes your unarmed attacks all the more deadly. The base damage of your Unarmed Attack becomes 2 and it gains the Intense Quality. However, it also loses the Non-Lethal quality, and any Unarmed Attack roll suffers an increased complication range of 2 (18-20). Any complication instantly confers the Deadly quality to further Unarmed Attack rolls for the remainder of the scene in addition to whatever other effects the complications has.



DOHRNII

STO ERA ONLY (Unless Given Permission from Gamemaster)

The Dohrnii are one of two creator races produced by the Andromeda Galaxy. They do not exist among any particular stars or worlds. Instead, they travel about in great flotillas throughout the Andromeda galaxy. Much like a certain species of jellyfish found on Earth, the Dohrnii can live indefinitely. They accomplish this by reverting back to polyp-like phase and regrowing to maturity. They can still die from injury or disease, meaning they take great measures to prevent either. That led to their unique focus on medical knowledge and the creation of their biosuits. It is said that the Dohrnii can cure any disease, fix any gene, and otherwise solve medical problems that are far beyond other species. Even the average Dohrnii that does not focus on medical pursuits has enough knowledge to blow Starfleet Medical out of the water long into the 26th Century and beyond.

EXAMPLE VALUE: I am a Healer and Peacekeeper

- **ATTRIBUTES:** Instead of the normal Attribute options, choose three Attributes and add +1 to each of them.
- **TRAIT:** Dohrnii. All Dohrnii possess a biosuit, each unique in design. Each suit is capable of sustaining a Dohrnii indefinitely throughout any stage of their life. It also comes equipped with baseline defensive traits such as energy dissipation. To show one's true self beneath the suit is to be utterly vulnerable. Thus, the only other individual a Dohrnii shows themselves to is someone they trust without any reservation. As long as they are in their suit, a Dohrnii is Immune to Cold, Disease, Heat, Poison, and Vacuum.
- **TALENTS:** The character receives access to the following talents.

MEDICAL SAVANT

REQUIREMENT: Dohrnii

This Talent confers the benefits of both the Quick Study and the Field Medicine Talents.

BIO-REGENERATION

REQUIREMENT: Dohrnii

This Talent confers the Fast Recovery 2 Trait (CRB p. 312)

SHINING FINGER

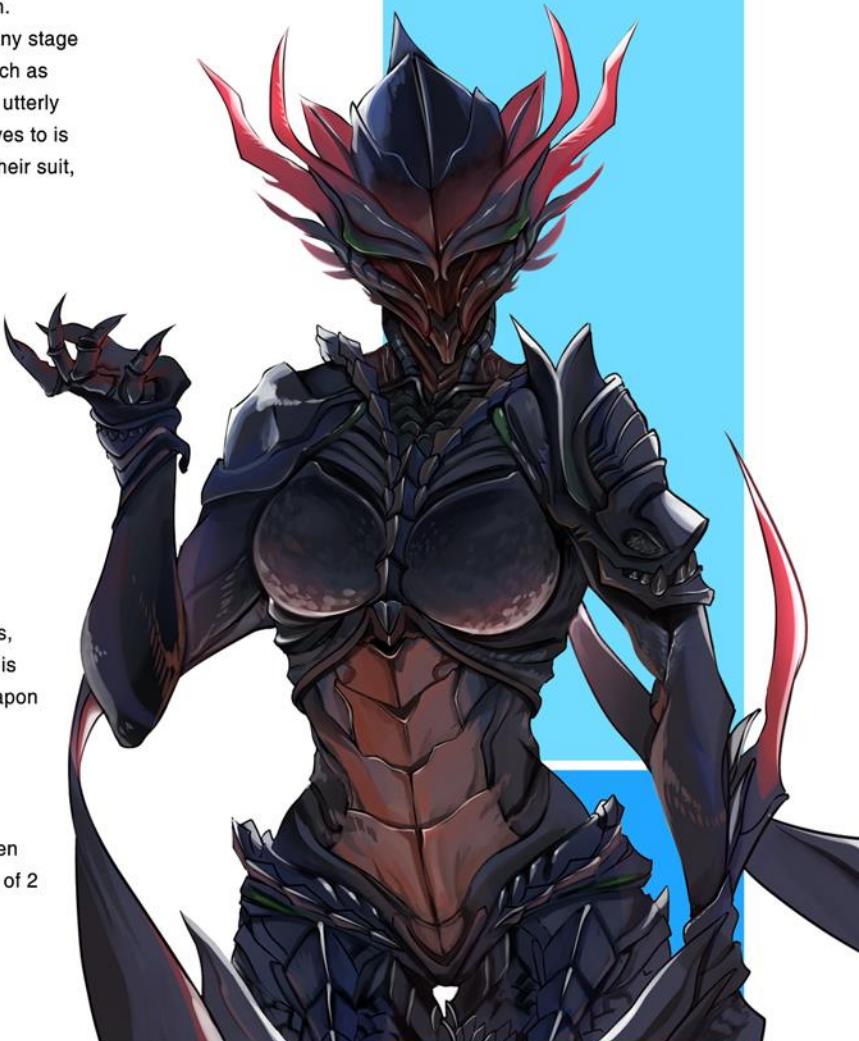
REQUIREMENT: Dohrnii

By drawing upon their energy reserves and channeling it into their hands, Dohrnii can deliver powerful melee attacks. A strike from a single finger is enough to knock out most humanoids. Treat this as a special melee weapon with the following qualities: 3▲, Intense, Debilitating

SUIT HARDENING

REQUIREMENT: Dohrnii

By carefully manipulating the composition of their suit, Dohrnii can harden themselves against even the toughest blows. This confers a Resistance of 2 to all energy weapons and effects.



SPECIES

DRAENEI

THE NEXT GENERATION ERAS ONLY

The Draenei were first encountered in 2378 when they emerged from the Bajoran Wormhole in a massive, crystalline starship. The crew of that ship, the Exodar, claimed to have "traveled the Great Dark Beyond" in search of a new home. They had fled their original homeworld, Argus, to escape a foe they called the "Burning Legion." The Burning Legion followed them no matter where they went, decimating the Draenei population that tried to make a new start on a world they called Draenor. The Exodar's crew were refugees from that very same planet. Their leader, the Prophet Valen, claimed to have been led to the Bajoran Wormhole by "the Divine Naaru."

Cultural exchanges with the Draenei have shown them to be an outstanding species with morals that make them perfect candidates for Federation Members. They avidly believed in worshiping sentient beings of living energy known as the Naaru, whom have vowed to bring peace and hope to all mortal civilizations. This unique religion quickly earned them the favor of the Bajorans, who believed the Prophets and the Naaru were one in the same. Even the Pah-wraiths had an analog in the Draenei's religion: the Void.

It should therefore be no surprise that Bajor welcomed the Exodar and her crew with open arms. The Draenei may currently be few in number, yet that is offset by their extremely long lifespan. This makes them highly-experienced engineers, warriors, and explorers.

EXAMPLE VALUE: *Each day is a blessing*

■ **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Presence

■ **TRAIT:** Draenei. Draenei are bipedal ungulates that stand over two meters tall.

Their skin tone is typically blue, yet can range from white to dark violet. Their blood is a rich azure color. They possess hooves and a long tail, thinner on females and reinforced with plates on males. Males have tendrils growing out of their chin and neck, while female tendrils grow from behind their ears and are thinner. They also have horns and fangs. The former can be an obsession among Draenei females. Finally, their eyes glow many shades of blue or purple.

■ **TALENTS:** The character receives access to the following talents:

GIFT OF THE NAARU

REQUIREMENT: Draenei

Said to be a blessing bestowed by the divine Naaru upon the Draenei, this Talent can be used to heal injured allies. By spending up to three Momentum, the Draenei can restore 2 points of Stress per Momentum to a willing creature (including themselves). Doing so causes a glowing blue rune to temporarily manifest in the air ahead of their forehead.

HEROIC PRESENCE

REQUIREMENT: Draenei

All allies (including yourself) have an additional +1 Fitness while they remain within Medium Range of you. This effect does not stack with other Draenei's Heroic Presence.

FORGE OF LIGHT

REQUIREMENT: Draenei

When attempting an Engineering Task, you may ignore any increase in Difficulty for working without the proper tools or equipment.



SPECIES

KENTAUROS

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

Known for their militaristic and disciplined culture, the Kentauros are an oft-overlooked species within Starfleet. This is largely due to the fact that they have a unique biology that does not necessarily mesh well with life aboard standard Starfleet ships. As such, they are primarily seen in Security and Command capacities on larger vessels.

Kentauros society is highly regimented and very organized. Every Kentauros must serve a minimum of two years within the Kentauros Internal Regiment (KIR) during their later teenage years. This instills a baseline military training that enables the Kentauros to call upon every one of its citizens during war time. One's rank carries into civilian life and even into Starfleet. The latter also applies in reverse. This enables all Kentauros the ability to advance to higher societal strata by performing well within military service.

The work ethic and discipline of a Kentauros is strict. They always follow through with any task given to them. They are not easily goaded into conflict, and will respond with overwhelming force if violence breaks out. However, not all of Kentauros society is military-like. Artists of all variety flourish on the Kentauros home world. There is also great importance placed upon the culinary arts and the act of dining. It is said that some of the wars in the Kentauros were resolved before they even began thanks to the skills of a chef.

EXAMPLE VALUE: Speak softly, but carry a big stick.

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Presence
- **TRAIT:** Kentauros. Kentauros stand between 6 and 7 feet tall, with their equine bodies reaching about 4 feet at the withers. Their weight is in excess of 600 lbs, making a charging Kentauros rather deadly. Any climb that requires hands and feet is especially difficult due to their equine legs. Their metabolism is such that they must consume three times the amount of calories that a normal Human would. It is difficult for them to navigate tight spaces due to their size. They also have special bridge station requirements.
- **TALENTS:** The character receives access to the following talents:

NATURAL WEAPON (HOVES)

REQUIREMENT: Kentauros

Your hooves are natural melee weapons, which you can use to make unarmed strikes. This adds the Area effect to your Unarmed Strike attack.

NOBILITY

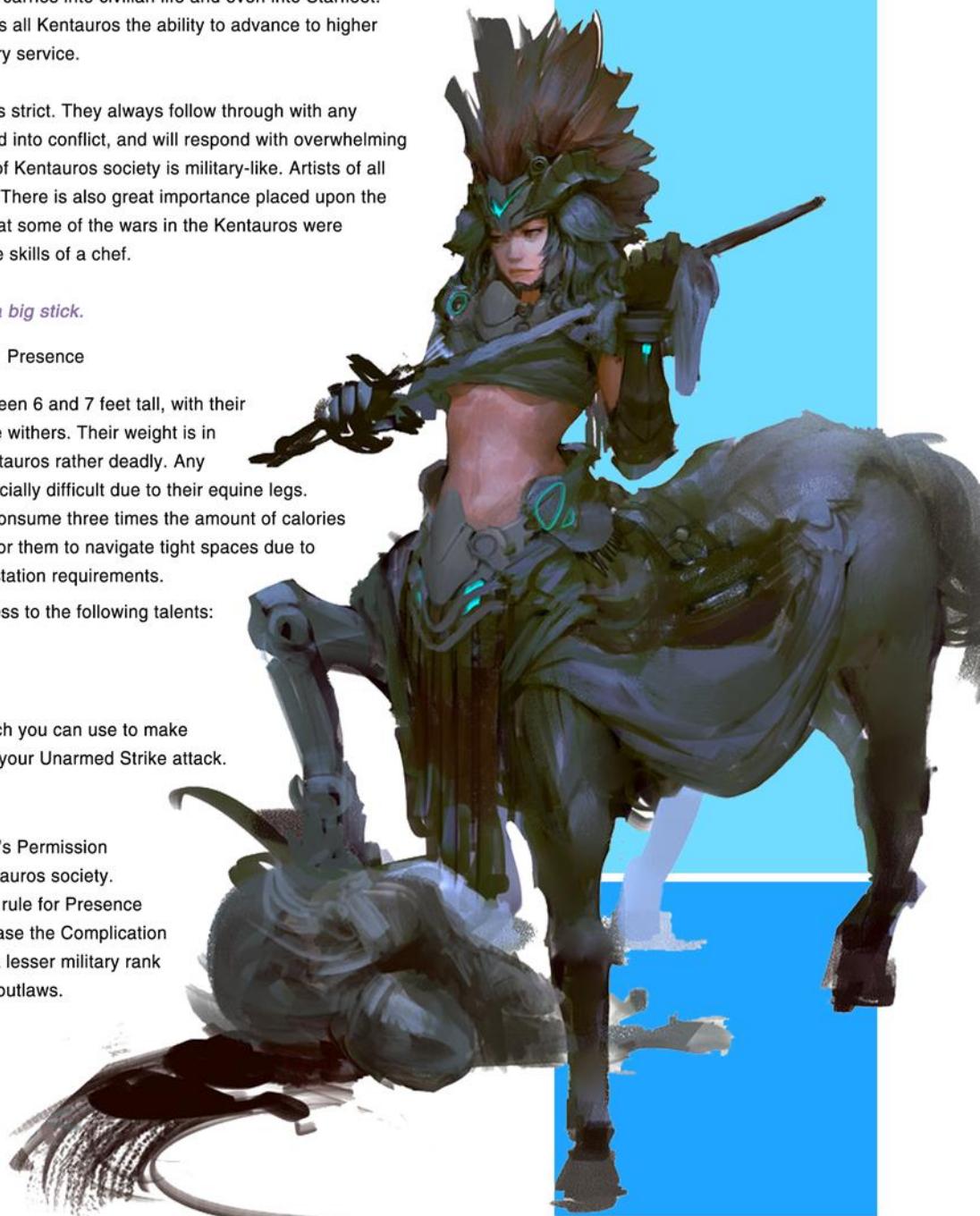
REQUIREMENT: Kentauros, or Gamemaster's Permission

You come from a well-to-do family within Kentauros society. You gain the Extraordinary Attribute 1 special rule for Presence Attribute. When you use this ability, you increase the Complication Range by 3 when interacting with those with a lesser military rank than you. This does not extend to civilians or outlaws.

TRAMPLE

REQUIREMENT: Kentauros

A charging Kentauros is especially deadly. As part of a Movement Minor Action, you may move up to Long range and do so if there are one or more enemies within Reach of you. If the latter applies, you deal Unarmed Attack damage to those enemies.



SPECIES

KHORNETTE

THE ORIGINAL SERIES and THE NEXT GENERATION eras only

The Khornette are a bipedal, draconic-like species who hail from the planet Deus Sanguis XIII. When first discovered by the U.S.S. Avenger in 2162, the landing party was beset in moments by Khornette warriors armed to the teeth. Luckily, the Commander of the Away Team was able to defuse the tension caused by what the Khornette believed to be invading forces. This fierce and overwhelming response rightly cemented the Khornette as being natural combatants from birth. They thrive on conflict and sport, more so than perhaps even Klingons. A Khornette in a blood rage is a rather dangerous thing on any battlefield. Once in this berserker-like state, it can be difficult to calm them down.

This may seem an odd set of qualities for a Federation species to possess. Indeed, there was intense debate for years about whether they should even be accepted into the Federation. As conflict with the Klingons heated up, though, the Federation was desperate for any sort of help. The Khornette not only happily joined, but also pledged to serve the Federation's core values so long as they were given opportunities to earn glory in battle.

In later eras, the Khornette have somewhat mellowed out. They still are relentless warriors and perhaps some of the best Security Officers a Starship Captain could hope for. Their blood rage does tend to land Khornette in anger management courses, much to their annoyance.

EXAMPLE VALUE: Rage is a powerful tool if wielded correctly

- **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence
- **TRAIT:** Khornette. Humanoid, Khornette stand taller than most Humans and indeed most species in general. They possess deadly, serrated tails, sharp claws, and near indestructible horns. Their feet are much like Raptors from Earth, enabling Khornette to bound across the battlefield at startling speeds. Some Khornette even possess a further set of blade-like protrusions from their backs.
- **TALENTS:** The character receives access to the following talents:

BLOOD RAGE

REQUIREMENT: Khornette

By calling upon the Blood Rage, a Khornette gains Immunity to Fear, Heat, and Pain. In addition, they may spend 1 Momentum to gain the Fast Recovery 2 ability (CRB p. 312) for the remainder of the scene. However, once activated, a Khornette will not stop fighting until all perceived enemies have been dealt with. The only way to snap them out of it is a Presence + Command or Security Task at Difficulty 2.

COLLAR OF KHORNE

REQUIREMENT: Khornette

A Khornette's skin is renowned for its resiliency. The character gains +1 Resistance against all attacks, and a further +1 (for a total of +2) against all Energy-based attacks. However, this can make it harder to treat them when injured. Whenever the Khornette is the target of a First Aid Task, increase the Complication Range of that Task by 2.

FISTS OF RAGE

REQUIREMENT: Khornette

A Khornette's natural weapons confer the Piercing 1 quality to all unarmed attacks.



SAPHELIS

THE ORIGINAL SERIES OR THE NEXT GENERATION ERAS ONLY

The Saphelis were first encountered by the U.S.S. Enterprise under command of Captain James T. Kirk in 2269. Like the legends of the lamia in Greek mythology, they possess a humanoid upper half and the body of a serpent below the waist. Unlike most species, the Saphelis are exclusively female. This meant that Captain Kirk could perform the type of First Contact he was best known for.

Saphelis society is roughly comprised of "Nobles" and "Commoners". These titles used to represent a caste-like structure in Saphelis history, but now they refer to the general function that each Saphelis performs. In contrast to the common definition of those terms, service-based functions such as medicine, science, engineering, and even cleaning are considered to be Noble. Meanwhile, diplomacy, politics, business, and military-based functions are considered to be Common. The thinking being that those of higher education and those that most contribute to society are to be elevated.

In terms of their service within Starfleet, most Saphelis take on Engineering or Science roles, while a small number opt to become Medical Officers and Nurses. Only a rare few end up moving into Command roles. Saphelis are able to perform in all manner of environments thanks to their unique form of locomotion, making them ideal for away missions in exotic locales.

EXAMPLE VALUE: My Knowledge must be applied for the Greater Good

- **ATTRIBUTES:** +1 Control, +1 Fitness, +1 Reason
- **TRAIT:** Saphelis. With the lower body of a serpent, Saphelis are often larger and taller than most Humans. Their tail ranges from 7 to 9 meters in length. Their vision is weaker than most species, yet they possess a sort of thermal vision to make up for their lack of color tracking. All Saphelis are female in terms of sexual characteristics. Their skin and scale color varies wildly.
- **TALENTS:** The character receives access to the following talents:

ACID GLANDS

REQUIREMENT: Saphelis, or Gamemaster's Permission

You possess the ability to spit acid in a manner similar to cobras of Earth. This is considered to be a ranged weapon effective up to medium range that deals 1 CD + Security of damage with the Intense effect.

RATTLE

REQUIREMENT: Saphelis, or Gamemaster's Permission

Your tail ends in a rattle that vibrates to deter predators and warn passers-by. In Social Conflict, you may gain an additional d20 on Tasks to intimidate or impress upon someone that your argument/viewpoint is the correct one. The tradeoff is that the Complication Range of this Task increases by 4 (16-20). This rattle also reduces the Difficulty to ward off danger or hidden enemies by 1.



SPECIES

THE NEXT GENERATION ERA ONLY

The Sloix are a multi-caste insectoid species that hail from the Ringworld known as Acsishis. Each caste has its own unique form and specialty in Sloix society. Yellow Sloix have a centaur-like lower body, and are perhaps the simplest in terms of intelligence. They work hand in hand with the bipedal Green Sloix as manual laborers. Red Sloix are also bipedal, but possess sets of translucent wings that permits them flight. They are perhaps the closest caste to most other humanoids mentally, being on par or slightly above with an average Human. Finally, the Black Sloix have a serpentine lower half and two sets of arms. Black Sloix are rare, but are also considered to be the top caste. Their mental capabilities far exceed most other species due to their benign use of low level telepathy. They are able to pull experience and knowledge from those whose minds are open in close proximity, making them fast learners and quick experts. Finally, Black Sloix possess the ability to undergo metamorphosis to turn into a "Queen." A Queen is capable of telepathic communication that rivals that of the most proficient Betazoid. They also become capable of rebuilding society – a single Queen can repopulate a colony given enough time and resources. This document focuses on Black Sloix in particular.

Sloix on the whole are an inquisitive species. They view the creators of the Acsishis Ringworld not as gods but as a sort of standard for them to rise to. "Higher" castes do not view the lower castes as slaves or as an exploitable workforce. Instead, there is a greater understanding that each caste has its place in Sloix society. While they may not be members of the Federation, the Sloix do possess Warp capability. However, they don't tend to stray all that far from Acsishis. It is uncommon for a Sloix of any caste to want to travel the stars like Starfleet does, but those that do eagerly leave their home behind in search of greater knowledge and purpose.

EXAMPLE VALUE: The needs of the Many before the needs of the Few

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Reason
- **TRAIT:** Black Sloix. Possessing a serpentine lower half, Black Sloix generally "stand" at two meters. Their black carapace is strong against physical harm, but does not handle energy discharges all that well. A Black Sloix can work at an accelerated pace thanks to their extra set of arms so long as the tools, work area, interface, and so on is configured for such use. Though their eyesight and hearing is about the same as an average human, Black Sloix have an innate telepathic ability that lets them skim the surface of surrounding minds.

- **TALENTS:** The character receives access to the following talents:

CROWD SOURCING

REQUIREMENT: Black Sloix, or Gamemaster's Permission

Using your telepathic abilities, you can quickly learn about your surroundings on multiple levels. By spending one momentum, you instantly gain a rudimentary understanding of any unknown technology or culture so long as there are at least two readable minds in the vicinity that would possess such knowledge.

QUEEN CANDIDATE

REQUIREMENT: Black Sloix only, requires Gamemaster permission to take this

Talent after character creation. You possess the makings of a Queen. Whenever you receive an Arc Milestone, you may modify your chosen Attribute or Discipline by 2 instead of the standard 1. The Attribute cannot be increased above 12, and the Discipline cannot be increased above 5. In addition, you may choose to undergo a two week long metamorphosis with your Gamemaster's permission to become a Queen. This metamorphosis grants you increased size and telepathic abilities, but also a biological urge to spawn a new colony. Though said urge can be controlled with proper discipline, such a transformation should not be taken lightly.



TZEENETTE

THE ORIGINAL SERIES and THE NEXT GENERATION eras only

The Tzeenette are a bipedal, avian-like species who hail from the planet Keikakudori IX. They are one of the few "true psionics" Starfleet has encountered. Their esper ratings are off the scale, even when compared to Humans that have been near, or gone through, the Great Galactic Barrier. Strangely, they do not possess actual empathic or telepathic abilities. Instead, their psychic potential is limited to pyrokinesis and psychokinesis. It's not uncommon for a Tzeenette to levitate or fly around as if it were like breathing. At the same time, they're able to wield fire in such a delicate manner so as to replicate phaser fire from nothing. They also are master tacticians, logicians, and logisticians. Indeed, the First Level Grand Master of Strategema has always been a Tzeenette.

Strangely, Starfleet records are unable to pinpoint exactly when they joined the Federation. Some records date back as early as 2162, while others put it as recent as 2371. This may seem alarming, and indeed has been the subject of many internal investigations. However, each time the investigative team has concluded that nothing is amiss.

When asking a Tzeenette directly about this, they simply claim that is "Just as Planned" and there is nothing to worry about.

EXAMPLE VALUE: *There is a place for everyone in the grand scheme*

■ **ATTRIBUTES:** +1 Control, +1 Insight, +1 Reason

■ **TRAIT:** Tzeenette. Humanoid, Tzeenette are usually of the same average height as Humans. They have blue skin and blue hair that tapers off naturally to red at the tips. Their wings are largely ornamental in design, much like that of a peacock from Earth, rather than being actually used for flight. Their hands are avian in design but terminate in five digits as opposed to the "normal" three. As for their feet, they are also avian. More specifically, like raptors of Earth.

■ **TALENTS:** The character receives access to the following talents:

BOLT OF CHANGE

REQUIREMENT: Tzeenette

By focusing their will, Tzeenettes are able to create searing bolts of pyrokinetic power. This counts as a Ranged Energy Weapon with a base damage of 3d6 and the Piercing 2 Quality, modified as normal by the character's Security score. This weapon cannot be taken from a character by any means. Instead, it can only be disrupted by distracting them or otherwise making it difficult to focus.

FUTURE SIGHT

REQUIREMENT: Tzeenette

Tzeenettes are known for their ability to plan for every eventuality as if granted knowledge of future events. Once per session, this character may create an Advantage without spending the normal Momentum or Threat cost. This Advantage must be the result of a convoluted plan designed specifically for the current scene.

PSYCHOKINESIS

REQUIREMENT: Tzeenette

A Tzeenette is able to move objects (including themselves and others) using only the power of their minds. This is limited to objects within Medium Range. Larger/Heavier objects may require effort and a Task at the Gamemaster's discretion. The object can be moved anywhere up to medium range as part of an action.



SPECIES

UNDINE (SPECIES 8472)

THE NEXT GENERATION ERA ONLY / GAMEMASTER PERMISSION ONLY

The Undine (known to the Borg as Species 8472) are a non-humanoid species indigenous to Fluidic Space, a parallel universe filled with organic fluid rather than vacuum. They are intensely xenophobic, perhaps more so than Tholians. This is due to them being the only species to form within Fluidic Space, and thus the concept of other species was completely alien to them.

They were first encountered by the Borg in 2373 after finding their way into Fluidic Space in the search for more species worthy of assimilation. The Undine proved to be immune to assimilation and the invasion of their realm provoked a war. This war saw the Borg driven back and the Undine launching a counter-invasion of the Milky Way Galaxy. This war continued until the *USS Voyager*, under the command of Captain Kathryn Janeway, allied with the Borg and destroyed a number of Undine bio-ships in both Fluidic and normal space. At this point the Undine switched from their focus on the Borg and focused on the Federation instead, whom they believed to be the true threat. Despite all this, there are a number of factions within Undine culture, not all of them viewing the Federation and the beings of the Milky Way as mortal enemies. Some factions have an appreciation and perhaps a fondness for the experiences of humanoid species such as art, literature, and music.

EXAMPLE VALUE: There are no secrets except the secrets that keep themselves.

■ **ATTRIBUTES:** +1 Daring, +1 Fitness, +1 Presence

■ **TRAIT:** Undine. Tripedal in nature, the Undine stand approximately three meters tall. They lack obvious mouths, nostrils, and ears, while their eyes have cruciform pupils. They are immensely strong, able to rip through bulkheads with ease. They do not require oxygen or any atmosphere for survival, and can walk without the aid of gravity. Interestingly, they have as many as five sexes. Each of their cells contains one hundred times the DNA of a Human's, and is fashioned in a triple helix structure. Their immune system is capable of destroying any foreign agent, be it chemical, biological, or technological. In their native form, they communicate via telepathy. The Undine possess sophisticated genetic engineering techniques that allows them to mimic other lifeforms in a deception that can only be revealed through a microcellular scan.

■ **TALENTS:** The character receives access to the following talents. All Undine characters must take the Triple Helix Structure Talent during Character Creation.

TRIPLE HELIX STRUCTURE

REQUIREMENT: Undine

This Talent is mandatory and must be selected by an Undine character during character creation. This character is considered to be Immune to Pain, Poison, Disease, Cold, Vacuum, and Assimilation. They also possess the Fast Recovery 2 Talent (CRB p. 312)

MASSIVE STRENGTH

REQUIREMENT: Undine

The character gains the Extraordinary Attribute 1 special rule for the Fitness Attribute. They also gain a bonus die on all Tasks to make of defend against a melee attack. In addition, their unarmed attacks lose the Non-Lethal quality and gain both Intense and Vicious 1

ENHANCED TELEPATHY

REQUIREMENT: Undine

The character is able to sense the thoughts and emotions of most living beings nearby, and can communicate telepathically with them. However, any empath or telepath, such as Vulcans, Betazoids, and Ocampa, suffer exhaustion and mental pain when communicating in this way with an Undine.



SPECIES

ZALDAN

THE NEXT GENERATION ERA ONLY

Zaldans are a democratically governed tribal people from the archipelago world of Zald. Each tribe has an elected Chieftain that participates in the global conclave under the First Chief, who also serves as their Federation Council Representative. Zaldan culture is primarily matriarchal and has been for the last 200 years, ever since the Upwelling dramatically shifted the balance of power on Zald from a medieval feudal system to an egalitarian, crime-free society. This Upwelling instilled in Zaldans a harsh revulsion and ostracism of deception. A Zaldan will let you know directly if they believe you have misled them. A side effect of this cultural shift is that most forms of politeness are seen as patronizing attempts to manipulate and will earn the ire of the Zaldan.

As a whole, Zaldans are quite passionate about their endeavours, and rarely pass on opportunities for a genuine good time. They carry their pride with them, but are direct and truthful in all of their social encounters.

Zaldans are hatched from eggs in groups and cared for by Nursery Guardians assigned to rear each group from hatchling to their First Walk – a rite of passage in which the young Zaldan learns to breath air and walk on the surface of their world for the first time.

They appear human at first sight, but they have a ridged webbing between their thumb and forefinger. Zaldans also have a unique membrane connecting their stomachs to their lungs that extracts breathable air from swallowed water.

Zald achieved warp drive in 2292 and, due to its position between the turbulent Romulan and Klingon empires, it was quickly made a protectorate of the Federation.

EXAMPLE VALUE: HOW DARE YOU?

- **ATTRIBUTES:** +1 Control, +1 Daring, +1 Insight
- **TRAIT:** Zaldans are generally between 6 and 12 centimeters taller than most humans. Owing to their aquatic origins, they have a propensity to be lithe, lean, and have an edge in tests of strength under Earth-normal gravity conditions. They can see underwater to a depth of 10 meters in complete darkness.
- **TALENTS:** The character receives access to the following talents:

DECEPTION DETECTION

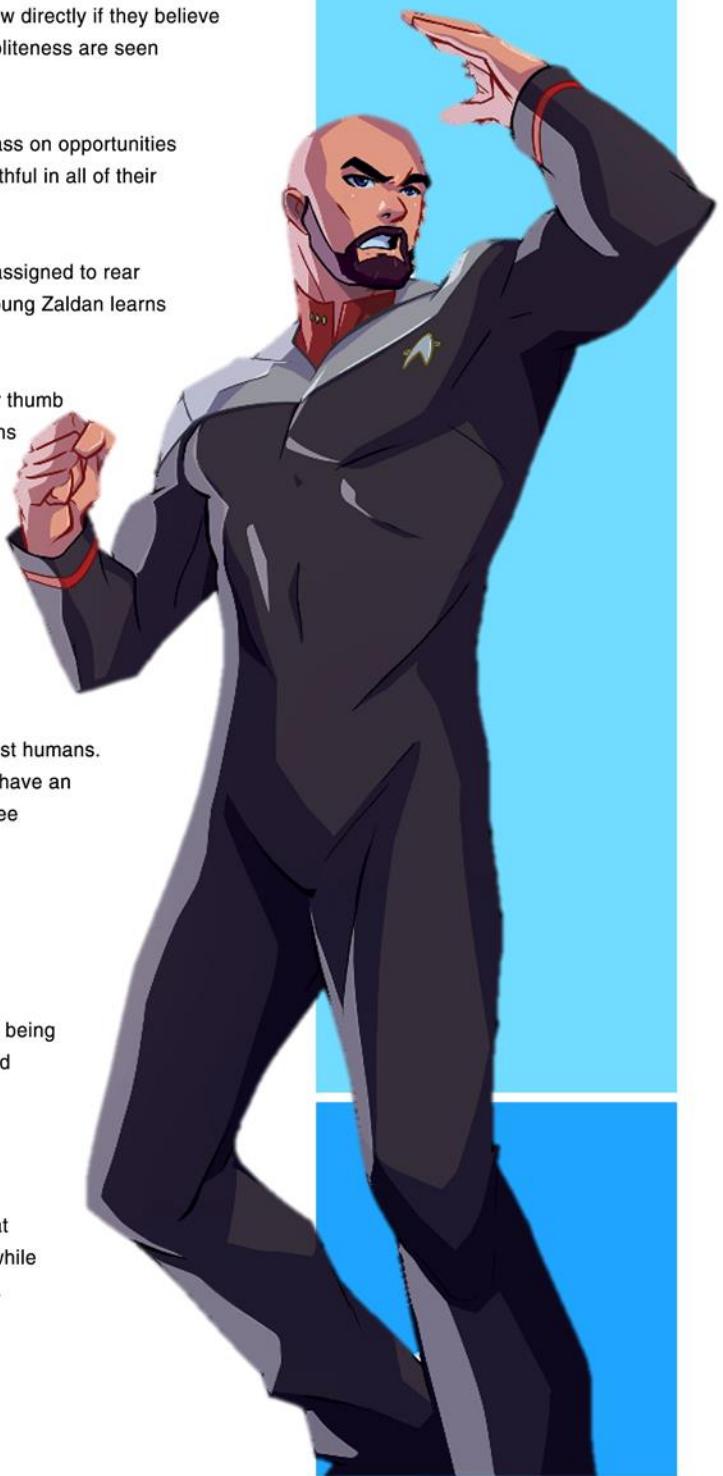
REQUIREMENT: Zaldan, or Gamemaster's permission

Using your keen behavioral observation skills, you can determine if someone is being deceptive if you can see or hear them directly. In Social Conflict, you may spend 1 Momentum to create an advantage instead of the usual 2.

GOOD SWIMMER

REQUIREMENT: Zaldan, or Gamemaster's permission

You were born to swim, literally. You can move underwater at a speed of 2x that of a human character without this talent. You suffer no penalties for breathing while underwater, and no penalties for hand to hand combat in aquatic environments.



SPECIES

UPDATED FLEET COMBAT

These updated Fleet Combat Rules were designed to provide some depth, strategy, and meaning to an otherwise boring and RNG-heavy portion of the rules found in the *Command Division* supplement. These rules do not fix all the problems of Fleet Combat, but should at least provide more entertainment than just rolling dice to roll dice.

The Basics

Vessels and groups of vessels are assigned two scores: Attack and Defense. Rules-as-written, these two scores are equal to either the vessel's scale or the total scale of the group. With homebrew in play, some ship talents like Ablative Armor and Advanced Shields affect a vessel's attack/defense.

Attacks are fairly simple. The aggressing group rolls a number of challenge dice equal to their current Attack score, while the defender rolls a number of challenge dice equal to their current Defense score. If both totals are equal then nothing happens. If one side's total is higher, then the other side becomes *damaged*. If they are already damaged, then they are instead *destroyed*. A damaged group takes only a single action each Turn, while a destroyed group takes no further part in the battle. *Important Note: Destroyed could mean crippled, abandoned, or outright destroyed.*

Each attack during a Round reduces Attack by 1, and each defense during a Round reduce Defense by 1. These go to a minimum of 0, and are both reset when an entirely new Round begins.

Fleet Actions

Each group receives a single Turn, and each Turn consists of two Actions. Sides alternate much like in other combat scenarios, including the option to pay to Keep the Initiative.

The following Actions are available, and each Action can be taken more than once:

- **Advance:** The group moves two zones.
- **Attack Run:** The group moves one zone and makes an attack. The target may be in either the same or an adjacent zone
- **Direct:** (Only Available to Ships with Command 4+) One other group within Long range receives one additional Action, which may be taken immediately.
- **Disengage:** The group moves one zone, and its defense increases by +2 until the start of their next turn.
- **Feint:** The group moves one zone and prepares to attack a vessel or group in either the same zone or an adjacent one. No attack is made, but the targeted enemy counts as having defended two additional attacks this round.
- **Flank Speed:** The group moves three zones; however, its defense counts as two lower than normal until the start of its next Turn.
- **Regroup:** If damaged, the group moves one zone and then Regroups (See sidebar).
- **Work:** The group moves one zone and then carries out some activity. Examples include, but are not limited to:
 - **Split Group & Saucer Separation:** Control + Conn assisted by the ship's Computer + Conn at Difficulty 2. Breaks a group down into individual ships or enables Saucer Separation. These new actors have Attack/Defense equal to their scale, modified by their talents/traits. If a group/ship is damaged when taking this

- action, roll 1 CD. On an effect the new groups are also considered damaged.
- **MVAM:** Control + Conn assisted by the ship's Computer + Conn at Difficulty 2. Splits the Prometheus into three, with each section having three Attack/Defense before trait/talent modification. If the ship is damaged when taking this action, roll 1 CD. On an effect the new sections are also considered damaged.
 - **Scan for Weakness:** Control + Science assisted by the ship's Sensors + Security at Difficulty 1 base, with +1 Difficulty for each range beyond adjacent. The next attack against the affected ship may add 1 die.
 - **Modulate Shields:** Control + Security assisted by the ship's Structure + Engineering at Difficulty 2. The next defense by the affected ship may add 1 die.

Regrouping

To regroup, roll a number of challenge dice equal to the group's defense. If the total is equal to or greater than the group's scale then it immediately stops being damaged. If a regrouping group is near another that has an Engineering or Medicine of 4+ then each Effect adds +1. Homebrew here means that talents like Rugged Design and Improved Damage Control make the target number lower.

Multi Vector Assault Mode (MVAM)

By sacrificing one Action from each section of the ship, they may make a *coordinated attack* against a vessel within one zone of the lead section. A coordinated attack may be one of the following:

- +2 for each Effect rolled

- +1 for each Effect rolled & -1 Defense for the defending group
- -2 Defense for the defending group

Impromptu Formation

Up to three adjacent groups may form an Impromptu Formation. This new group only lasts for a single action, but its Attack/Defense is equal to the *sum* of the combined groups. In order to form, the ship/group with the highest Command score across all involved groups must succeed at a task. Said task is the Captain's Presence + Command assisted by the ship's Computers + Command. The Difficulty of the task is defined by the following chart:

Highest Scale Ship	Difficulty
1 or 2	0
3	1
4	2
5	3
6	4
7+	5

Momentum Spends

The following Momentum Spends are available for Fleet Combat:

Spend	Cost	Effect
Keep Initiative	2	Another player or friendly NPC goes next rather than an enemy
Extra Power	1 R	Add one dice to either Attack or Defense for each Momentum spent
Swift Action	2	Perform one additional Action, increasing in Difficulty by 1 should an Attack or Defense be involved
Repair Crews	1 R	Reduce the target number for Regrouping by 1 for each Momentum spent

Determination Spends

Determinations may be spent in a manner similar to that of normal combat. That includes avoiding an injury, or in this case damage or destruction. A player wishing to spend their Determination on such must justify how their ship is going to avoid damage while calling one of their values into play. This could be as simple as the Chief Engineer shunting all power to the shields, or a Helmsman performing an emergency maneuver.

All other uses of Determination are at the GM's discretion.

- Improved Damage Control
- Improved Shield Recharge
- Redundant Systems
- Rugged Design

If a ship has the Improved Impulse Drive talent, then the extra movement requirement (Conn 4) is reduced by one (Conn 3)

If a ship has the Command Ship talent, then the group that is the target of the Direct Action may add 1 die on any challenge dice rolls for the directed action.

Other Notes

If a vessel has a Security of 4 or more, then Effects count as +1 for both Attacking and Defending.

If a vessel has a Conn of 4 or more, then it may move an extra zone as part of its movement.

In order to take the Direct Action, the vessel must have a Command of 4+.

Other Homebrew Rules

The following ship talents add +1 to a vessel's Attack score:

- Fast Targeting Systems
- Rapid-Fire Torpedo Launcher

The following ship talents add +1 to a vessel's Defense score:

- Ablative Armor
- Advanced Shields
- Improved Hull Integrity

The following ship talents/traits subtract -1 from a vessel's Defense score:

- Expanded Sensor Footprint (*These Are the Voyages* pg 109)

The following ship talents subtract -1 from a vessel's target number for regrouping down to a minimum of 1:

MISC. RULES

New Enlisted Role: Chief of the Boat (COB)

The position of the Chief of the Boat (COB) comes from the real-world title typically seen aboard U.S. Navy submarines. The COB's primary role is to serve as the senior enlisted advisor to the Commanding Officer (CO) and Executive Officer (XO). Like in the real world, the COB is typically the most senior enlisted officer, but can be assigned to a lower-ranked enlisted officer, and does not necessarily change hands if a more senior enlisted officer comes aboard. This makes the position outside of the direct chain of command, while still imparting a good deal of responsibility.

In *Star Trek Adventures*, Players can select this role like any others they have access to. Doing so imparts the following Role Ability:

Once per scene, the COB may spend 1 Momentum to Create an Advantage (instead of the usual 2) for a Task they are assisting with. This Advantage should represent the COB's command over the ship's Enlisted personnel that may have additional insight/abilities for the Task at hand.

This may sound similar to the Chief Engineer and Chief Medical Officer (CMO) Role Abilities which grant them free Advantages. Unlike those, which only take effect in Main Engineering and Sickbay (respectively), the COB's advantage can take place almost anywhere on the ship. This provides a powerful utility and plenty of roleplay possibilities. A good example is having the CMO take the COB Role Ability instead of the CMO one. This would give an Enlisted Officer both an advisory position outside of medical matters, as well as giving them the power to relieve higher-ranking Officers of duty (on medical grounds). It certainly will get them out of Sickbay one way or another!

MISSION COMPENDIUM: PANDORA'S BOX

Some secrets are best left buried. Whether that be forbidden knowledge, ancient technology, or a cache of weapons, the end result is the same. The one doing the discovering has to weigh the risk of revealing these secrets, be at the cost of their own morals, their mortality and that of others, or perhaps even an entire culture.

This set of mission was written with the TNG era in mind, in a particular area of space known as the **Sabine Expanse**. The Sabine Expanse lies to the galactic “west” of the Alpha Quadrant beyond Cardassian space. It is an unclaimed region of space approximately 525 square lightyears that borders the Federation, Cardassian Union, Tholian Assembly, Sheliak Corporate, and the Breen Confederacy. All of these factions are present within the Sabine Expanse, but none have laid claim to any planets or systems. Space is big, after all. It’s easy to miss what could be the discovery of a lifetime.

Of course, you can adapt these missions to a different era and area of space with minimal effort!

PSI-SHIFT

The Player Characters depart Starbase 129 to begin their two-year mission of exploration in the Sabine Expanse, but a Code 1 distress call diverts them to a Federation Research Outpost with the designation “Psi” in unclaimed space. Upon arrival the Player Characters find that the outpost and its crew are perfectly fine aside from a problem with the communications array. When the players invariably begin to delve into this malfunction, they learn that there is something very wrong going on in this outpost. Systems that should be working fail, the number of lifesigns fluctuates, and the main computer is providing eerie answers to any

queries. Throughout it all, the crew of the outpost act like nothing is wrong.

The psyches of both the Player Characters and perhaps the Players themselves is tested when these gremlins start to manifest in bigger ways. Ways that cannot be explained by any sane or rational mind. When confronted with these events, the station’s crew mentions that “Doctor Bertruger” was working on something odd. However no one knows exactly what it was, only that he got absolutely furious if they went into his lab. They also don’t know where his lab is since it was “before their time.” Computer records have no record of this Doctor, and his species changes depending which member of the outpost’s crew is asked.

The rapidly-deteriorating situation culminates when the Player Characters discover Doctor Bertruger’s lab. They find it horrible disarray, complete with a corpse that reads as both “deceased” and “alive.” The barely flickering consoles provide audio logs which explain that the strange events began after the Doctor bombarded a spatial anomaly with exotic particles. Since then, the crew of the outpost imposed their own reality on both station and crew alike. This led to everything the Player Characters have experienced thus far, including the horrific state of the Doctor himself.

Time, and perhaps sanity, is at a premium. Can the Player Characters fix everything before they too end up like Doctor Bertruger?

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Respond to any distress call and provide assistance
- Save as many of Outpost Psi’s crew as possible

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

Adapting this mission to other eras

Central to adapting this mission to other eras is the Outpost Psi. As long as it exists this mission can continue.

Less technologically-advanced eras might have a better experience with unnerving events. After all, a replicator cannot go on the fritz if there's no replicator to begin with! Make sure to adjust the events presented for your game's particular era.

In addition, the starting point of Starbase 129 is merely a suggestion. Feel free to move the point of departure to another starbase or location that better suits your game's narrative.

GM Sidebar

This is essentially a horror/thriller mission. It is important to talk with your group beforehand to make sure everyone is prepared for this. Otherwise players might wonder why the tone is so different from other missions!

Act 1: The Dark Beckons

Scene 1: Code 1 Distress call

CAPTAIN'S LOG

Captain's Log, Stardate 47601.2

We are an hour away from departing Starbase 129 on our two year mission of exploration in the Sabine Expanse. I could not have asked for a better crew or a better ship. This journey into the unknown is what Starfleet trains us for. I'm eager to get out there and explore.

After wrapping up any last-minute logistical concerns on Starbase 129, the Players set course for the Sabine Expanse. The crew is eager and the ship untested. What will befall them in the months and years ahead?

Several days out from the Starbase, they receive a Code One distress call originating from Outpost Psi. A Code One alert, also known as a Priority One alert, was used in the 23rd century to signal near or total disaster, invasion, or the outbreak of warfare. As the players' ship is the closest vessel they are diverted to investigate.

Clearing up the signal

As they begin their investigation, the Player Characters will probably want to see what information is contained within the distress call. This is a Control + Engineering Task, assisted by the ship's Communications + Engineering, with a Difficulty of 1. This Task succeeds at cost, meaning that the players should get this information one way or the other.

Read aloud the following as the distress call plays:

The distress call begins with a man frantically pleading for help. His tone is frantic as he begs, "Oh god please help us! It's killing us all! It just got Johnson and... Wait, what's that? Who's there? No. NO! NOOOOO!" This is then followed by the wet sounds of meat being cleaved in half, of gore splattering against the walls, and of bloodcurdling screams. Whatever is going on is definitely serious.

Any attempt at hailing the station or otherwise contacting them goes unanswered.

Doing some research

At maximum Warp the players' ship can arrive within an hour's time. During that time the Player Characters may wish to access data about Outpost Psi. This is a Control + Science or Security Task, assisted by the ship's Computers + Science or Security, at a Difficulty of 1.

Regardless of success or failure, the main computer returns that there is no such outpost with the designation "Psi." While failing the Task halts the information flow there, success invites the players to try searching again. They need not perform an additional Task roll unless you feel they are hurting for Momentum.

This second database query returns the following information about Outpost Psi:

- Outpost Psi is a Deep Space Station built in 2270. It has been retrofitted over the years as new technology emerged.
- The total crew compliment is 35
- The purpose for the station is to study subspace dynamics throughout the sector it is located in

If the players spend Momentum to *Obtain Information*, this query reveals:

- Before the initial query, Outpost Psi did not exist in the ship's records. The data for it simply appeared in the database. There are no logs surrounding the event.

At this point the Player Characters will probably start to wonder if there is some sort of classified reason behind the data appearing. That or their ship's computer is on the fritz. Neither is the case, as they will soon learn.

Scene 2: Outpost Psi

Read aloud the following:

The Outpost appears on the main viewscreen, looking no worse for the wear. It does not appear to have suffered any external damage, nor are there any signs of debris or other items that would indicate a battle. Hails to the station remain unanswered.

Scanning the outpost will require a Reason + Science Task, assisted by the ship's Sensors + Science, with a Difficulty of 2.

- Success reveals there are 34 life signs aboard. Then there are 35. Then 34 again. This reading continues to oscillate.
- Should a Player spend Momentum to get more information, their scans will confirm Life Support is functioning normally on the station and that all lifesigns are within habitable areas. The communications array is also functional so the crew should be able to both send and receive.

Getting Aboard

The Players will need to send an Away Team to the station to investigate what is going on. How the Away Team gets aboard Outpost Psi depends upon the Players themselves. There is nothing to stop them from either taking a shuttle or transporting over.

When they arrive they are met by two individuals:

- Station Chief Hubbard, a middle-aged Human who has been in charge of Outpost Psi for ten years. He has grown lax over the years, allowing those aboard to engage in activities not necessarily allowed by regulations such as drinking real liquor while on duty.
- Ensign Levy, a young Human fresh out of the Academy. She is eager to prove herself and is full of energy.

Hubbard welcomes the Away Team to Outpost Psi but confesses that they do not know why the Away Team is there in the first place. When asked about the distress call, Hubbard waves it off as if it was nothing, stating, "Oh that. Yeah our comm array is all kinds of broken. We could use your help with that. And a few other things, actually."

If confronted with a recording of the distress call, Hubbard maintains that this must be the

result of a faulty communications array. He is more than happy to have Ensign Levy show the Away Team around so that they can inspect anything they wish. Any empaths or telepaths that may be present among the Away Team are able to verify that Hubbard believes what he is saying. He is essentially “passing the buck” but not because he is trying to hide something.

Scene 3: Gremlins

Ensign Levy takes the Away Team to the communications array first off unless they request another destination. A Reason + Science or Reason + Engineering Task at Difficulty 1 verifies that the array is perfectly functional and that no Code One was transmitted. Ensign Levy herself confesses that she was actually just talking to her family back home on Earth before the Away Team arrived.

The Away Team may wish to ask the other members of the station’s crew about the array at this point. If so then they will begin to receive conflicting stories. Some, like Ensign Levy, claim to have been using the array recently. Others confirm that the array’s been out of operation for weeks.

GM Sidebar

This is when the weird stuff starts happening. Aside from the three named characters in this module, the remaining crew of Outpost Psi can be of any Federation species, gender, or rank. When confronted by the Away Team they provide truthful, yet conflicting answers to any and all queries. They also ignore anything outright weird or explain it away. Stranger still, small changes begin to manifest if a given NPC leaves the Away Team’s view. These start small, like a change of hair color or an entirely new, yet similar hairstyle. The NPCs act as if they have always had whatever change is now present.

As horror elements affect people differently, GMs should be on the lookout for any player

Outpost Psi Crewman (Minor NPC)

ATTRIBUTES

Control 9	Fitness 7	Presence 8
Daring 8	Insight 9	Reason 7

Command 0	Security 2	Science 2
Conn 1	Engineering 1	Medicine 1

Stress: 9 Resistance: 0

Attacks:

Unarmed Strike (Melee, 3A, Knockdown)

that is not having a good time. The goal is to spook Players, not upset them to the point gameplay needs to be stopped.

While the Away Team is asking around about the communications array, a few NPCs mention that the replicators are producing food that smells like nail polish. As with the communications array, a Reason + Science or Reason + Engineering Task at Difficulty 1 verifies that there is nothing wrong with the unit. At least until someone tries to replicate something.

Whenever someone, be they Player Character or NPC, tries to replicate something after the replicator has been inspected, have all Player Characters present roll an Insight + Security Task at Difficulty 2. They may not assist each other on this task. Success yields that that specific Player Character notices something disturbing materializing for the briefest of moments before whatever was originally requested is constructed. Ideas for this disturbing content include a beating heart, a

maggot-infested hunk of meat, eyeballs, and so on. The desired result is to make the Players doubt their own eyes and the reality around them. Especially when the Outpost's crew doesn't notice anything amiss or dismisses it entirely.

The Main Computer

Whenever the outpost's computer is asked a question (such as "What did this replicator just make"), the GM should secretly roll a Challenge Dice. On an effect, the computer says something creepy and nonsensical at first. When asked again it provides the correct answer. If asked to repeat its last answer it's also the proper one. At no point should the GM repeat the nonsensical answer.

The GM is encouraged to tailor this phenomenon to their group's reactions. Some examples of sayings to pull from include:

- *The Human brain can survive for four minutes with oxygen, unless a sharp object is applied directly to the heart repeatedly.*
- *He is awake.*
- *Blink and you're dead.*
- *She hated all this, and somehow she couldn't get away.*
- *It comes. It hungers.*
- *A cat's average temperature is similar to a human's before it is introduced to an oven.*
- *All you need to make people love you is a grave and a flower.*

As one might guess, inspection of the computer core via a Task yields that everything is functioning as it should.

The Doors

The doors of the outpost begin experiencing oddities as well. They open seemingly at random as if someone is entering or leaving the room, then close. They do not close on anyone

and no one gets caught in them. They're open for just long enough that an unseen individual might be going in and out of the rooms the Away Team is in.

Like the above, inspection of the door's mechanics does not indicate any problems whatsoever.

Doctor Bertruger

As time passes on the outpost, the Away Team can overhear the station's crew talking about "that stuff Doctor Bertruger was up to." If asked directly, the NPC in question says that Doctor Bertruger was one of the former Science Officers onboard the station. No one knows what exactly he was working on, only that "he got absolutely furious if anyone went into his lab." They also do not know where his lab is. Some NPCs claim that it was "before their time." Others, like Station Manager Hubbard, provide directions that lead to rooms that are either no longer on the station or are definitely not labs at all.

The computer has no record of Doctor Bertruger. No one knows his first name, and his species changes depending on which NPC is asked. If asked where he is now, everyone responds in exactly the same way: "He died, I think." As noted earlier, pressing for details yields conflicting, yet honest stories.

Act 2: Madness

Scene 1: It's getting worse

If everything up to this point was not unnerving enough, the Away Team is shown something that cannot be explained. As they head towards a room, read the following:

The door opens to an identical version of the room you just left, complete with identical clones of yourselves. These clones turn in unison to stare at all of you. Then their mouths distort and open impossibly wide, letting out an inhuman shriek that could not possibly come

from organic lungs. The door immediately slams shut so hard that you hear several components in the frame break.

An Insight or Control + Engineering Task at Difficulty 2 is required to get the door open again unless the Players opt to break it down. In that case they should treat the door as a breakable object with a total of 8 Stress and a Resistance of 1.

This time when the door opens it is to whatever room the Away Team had meant to go to in the first place. There's even a regular crewman inside that apologizes for how crappy the doors are, stating that they need fixing too.

Optional Madness Mechanic

If you wish to further impress upon your Players that these unnatural events are taking a toll on their characters' psyches then utilize the following:

Directly following the above incident, have each member of the Away Team perform a Control + Command or a Presence + Conn Task at difficulty 1. A failure on this task means that the character in question now has the "Unnerved" trait for the remainder of the mission. This trait increases the Complication Range of all tasks they attempt by 1. A Player Character can get this trait multiple times as events continue to unfold, up to a maximum of 5 (i.e. a complication range of 16 to 20). Each major event from now on increases the difficulty of the above task by 1 to a maximum of 5.

Particularly knowledgeable Star Trek fans may think to check the station's crew for what is referred to as an esper rating. In short, this is a measure of a person's psionic potential. A high esper rating does not necessarily correlate with possession of any psionic abilities. Rather, it is simply easier for an individual with a higher rating to acquire said abilities under the right circumstances.

This knowledge should be fed to the Players in a manner that does not seem like the GM is leading them towards a conclusion. This is rather important as things on the outpost continue to deteriorate. Whatever theories the Players may have at this point experience the same effect that occurred when they first looked up Outpost Psi on their ship's computer. That is to say that initially there is nothing to indicate their theory is correct on the first Task, but as time goes on more and more evidence for such things begins to manifest. In short, the Players create their own Red Herrings.

Scene 2: Bertruger's Lab

There are several ways the Away Team can end up in Doctor Bertruger's lab. The first is that they go actively looking for it at any point following the door incident. They then find the lab in a place they had previously searched but found nothing.

The second involves a little bit more GM intervention. If it seems as if the Players will end up chasing their own Red Herrings in circles without end, have the Away Team stumble upon the lab by accident.

When the Away Team does finally arrive in the lab, read the following:

In somewhat stark contrast to the rest of the station, Bertruger's Lab actually looks like something's gone horribly wrong. Most of the consoles in here are dead, and those that are active flicker with power. There's scorch marks on the walls and a corpse slumped up against the far wall.

A Reason + Medicine Task at Difficulty 1 reveals several obvious causes of death, including, but not limited to:

- Puncture wounds
- Loss of Blood

- Heart Attack
- Aneurism
- Electrocution

Success on the Task also confirms that the corpse is both “deceased” and “alive” in a medical sense. That is to say there are occasional heartbeats and/or brain activity that would normally indicate a sign of life.

Getting a terminal working in this Lab requires a Daring + Engineering Task at Difficulty 2. This succeeds at cost, yielding the following audio log:

To anyone that finds this message, I am Doctor Bertruger. Except that is not my name. One day I woke up and my old name was gone. Because of what I did, I fear who I was will be gone forever.

Approximately two weeks ago, on Stardate 47982.1, I detected a spatial anomaly in system that I thought might shed some insight into this sector’s unusual subspace properties. In studying it I bombarded the anomaly with exotic particles. I thought it closed. How wrong I was.

I started to notice strange happenings on the station. Rumors, tall tales, and idle talk amongst the station’s crew were slowly imposing themselves on factual reality. My name became Doctor Bertruger simply because enough people believed that to be the case.

I tried to tell them and get them to believe something was wrong, but I couldn’t get through to them. It didn’t help my very thoughts, personality, and appearance changed to fit others’ perceptions of me based on hearsay. I had no choice but to lock myself in my lab in the hopes that I would be able to find a solution.

However, this turned out to be the wrong course of action. People began believing I was dead after not seeing me for days. And because they

believed it, I did die. To this very moment, I am locked in a Schrodinger-like state between life and death. It is a hell I wish on no one.

Do not try and save the people here. Their Starfleet training lets them ignore the weirdness around them, and as a result things just gets worse and worse as time goes on. Disturbing their self-imposed reality could very well rip this sector apart. So please, do not stay here. Destroy this station and make sure no one ever comes here again.

Get out before it’s too late.

Act 3: Tumbling Down

It is likely that the Players will want to do one of two things at this point. They will either want to leave immediately, condemning the outpost’s crew to death in an attempt to contain the phenomenon, or they will want to try and evacuate the station. The Away Team won’t be able to convince everyone to leave, as too many of the station’s crew are locked into their self-imposed reality.

As for containing the phenomenon, it’s best to break out the technobabble generator and/or lean on ideas that your Players come up with. **However, regardless of their attempts they will not be able to save everyone o the station.**

It’s recommended that the NPCs the Players like or the ones that are more aware/creeped out by the goings-on can be saved. Outright confronting the entire outpost’s crew at once, perhaps via a station-wide announcement, causes reality to begin cracking at the seams. Holes begin to rip themselves in the station’s hull and blood rains down from unseen sources. Things that should stress the Away Team needs to leave immediately if they are to survive.

Conclusion

As the Player’s ship pulls away from the outpost, read the following:

Before your very eyes you see Outpost Psi transform on the viewscreen. It goes from a functional space station to a nearly derelict one with barely any power, just like it has gone without maintenance for a full year. Sensors indicate that there are no lifesigns aboard.

Any NPC saved from the station, along with the Away Team themselves, will pass all medical scans. The Outpost's crew show as being just a bit unhealthy and malnourished but otherwise alive.

What the Player Character decide to do with Outpost Psi itself is variable. Some may wish to outright destroy the station, while others might want to set up quarantine beacons and send for a science team to come investigate further.

Regardless of how the adventure comes to a conclusion, the Player's ship continues on its way, setting a course for the unexplored reaches of the Sabine Expanse. If any Player Character starts to wonder if they've ever truly left Outpost Psi instead of simply believing that they have, a player-favorite Supporting Character remarks that such thoughts are a bunch of silly supposition.

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

My players got too scared and left immediately!

Let the players leave but stress that they may have ignored a mission directive. Do not actively punish them for running. Instead, turn the remaining session time into an RP-centric look at how the Player Characters have been affected by the day's events.

I'm running out of creepy things to say!

The best advice here is to do a little reading of your favorite horror stories and picking out lines that give you the goosebumps.

None of my players are scared!

Do not take it personally. As mentioned earlier, horror elements have varying effects on people. If the players are having fun then that's all that matters.

TRIPPLICATE

The Player Characters are traveling towards Sector Tau Eta 5 within the Sabine Expanse. The closer their ship gets the more tetryons build-up around the ship's Warp Bubble. Eventually this build-up causes radiation alarms to sound, signaling the Player Characters have minutes until deadly exposure. They must make an emergency exit from Warp before then.

Once everything stops spinning, the Player Characters find themselves in a trinary star system. Between the three suns in perfect orbits and three Class L planets sharing the same orbit, there's indication that someone or something has deliberately engineered this system to be as it is now. It's discovered that the source of the tetryon bombardment is coming from the three Class L planets. More specifically from emitters left behind from an advanced civilization, the Tkon.

In order to safely leave the system, the Player Characters must shut down the three emitters while avoiding exposure and before their ship becomes irradiated. In the process they discover that this entire system is actually a Tkon Stellar Transporter. It was once used to move literal planets, suns, and other celestial objects about the galaxy.

This leads the Player Characters to make a difficult decision: Do they destroy what could be the discovery of the lifetime in order to save themselves? Or do they risk everything to secure this system in the name of the Federation?

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Explore and Map this New Sector
- Do Not Allow Dangerous Technology to Fall into the Wrong Hands

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

Other Eras of Play

Little is known about the Tkon Empire even in the TNG era. This mission could very well be the first time the Federation encounters the Tkon in earlier eras. In that instance you will want to "mystify" Act 2 such that it seems truly alien.

GM Sidebar

The discovery of technology like a Stellar Transporter is tremendous. The last time something similar was discovered (*The Guardian of Forever*) an entire General Order and Quarantine was enacted. There's a lot to learn, but it comes with the risk of other factions in the Sabine Expanse trying to take it for their own.

Act 1: Tumbling Down

Scene 1: Tetryon build-up

The Player Character's ship is currently traveling towards Sector Tau Eta 5 at a leisurely Warp 5. This sector of space has only been observed

CAPTAIN'S LOG

Captain's Log, Stardate 47972.3

We are headed towards Sector Tau Eta 5 in order to begin mapping operations. The crew is looking forward to being the first Federation crew in this particular area of space. I've already had to help settle disputes over how much time each department will get on the main sensors. We're all eager to see what's out there.

from long range telescopes and thus is completely uncharted. Scientists among the crew are excited with the prospect of a constant stream of new data. Most of the crew has time to explore and work on their own projects and hobbies during the transit period. If this scenario is part of a long-term campaign, the GM may wish to take some time to explore personal scenes and subplots.

Everything is working smoothly when someone on the Bridge notices an increase in radiation. This can be anyone at Tactical, Ops, or even Science. A Difficulty 1 Reason + Science or Reason + Engineering Task, assisted by the ship's Sensors + Science, yields the following:

- The radiation is coming in the form of Tetryons. These subatomic particles can only exist in subspace environments.

When extruded to normal space, either by natural or artificial means, tetryons become high energetic and unstable.

- Tetryons have random momentum, and thus cannot be tracked by sensors.
- Intense tetryon fields pose a hazard to any spacecraft traveling at Warp speed.
- (If in TNG era) Enough tetryon radiation can make Warp travel impossible, such as those fields surrounding the Hekaras Corridor

The Player's ship is acting like a large net in space. The closer they get to Tau Eta 5 the more the radiation builds. It is manageable at first but quickly spirals out of control.

Scene 2: Emergency Exit

Radiation alarms begin sounding all throughout the ship as it passes through a particularly dense "wave" of tetryons. The Warp Bubble is destabilizing and the crew has about five minutes before deadly exposure. The Player Characters must act fast and perform an emergency deceleration from Warp.

An emergency exit from Warp requires a Control + Conn Task, assisted by the ship's Structure + Engineering, at Difficulty 3. This is meant to succeed at cost, meaning complications and/or threat if the Players do not get the requisite 3 successes. Possible complications involve a loss of power, a hit to the shields (3A, Vicious 1), and so on.

Even on a success, the crew is flung about violently as the ship exits Warp. The engines and shields struggle to keep up. Treat this as a single breach to the ship's Structure. Roll 1A; if an Effect is rolled then a random character on the ship (Player Character or important NPC) has been injured. They may Avoid the injury as normal, and the injury itself is considered to be Lethal.

Scene 3: Where are we?

After recovering from the emergency exit, the Player Characters will likely want to know where they are. Call for a Reason + Science Task, assisted by the ship's Sensors + Science, at Difficulty 1. Success reveals the following information:

- The ship has entered a trinary star system. Three Sol-like suns rotate around their barycenter, or the center of mass of two or more orbiting bodies.
- There are six planets in the system. Starting with the closest to the stars and working out they are as follows:
 - 1 Mercury-like Class D
 - 3 Moon-sized Class L
 - 2 Jupiter-sized Class J
- Strangely, the three Class L's share the same circular orbit. They are situated at perfect intervals from one another about the circle.
- There is a Class 6 Ion storm in system that is growing in intensity. It can be avoided by keeping the shields up and/or keeping a planet between the ship and the suns. Even with cover, however, it will eventually grow to a point hazardous for the ship and her crew.

If the players spend Momentum to *Obtain Information* they also learn:

- All of the Class L planets have an atmosphere suitable for humanoids.
- One Class L (L-Alpha) is Arctic in nature, covered almost entirely in an icy tundra.
- Another Class L (L-Beta) is a lush green, temperate planet not unlike a world-wide Jungle.
- The final Class L (L-Gamma) is desert-like: hot and arid.

Further analysis of these sensor readings reveals that the Class L's show signs that an

advanced civilization once lived there. More specifically, some form of emitter on each world that's active and aimed at the three stars. This can be learned naturally through RP or via a Reason or Insight + Science or Engineering Task at Difficulty 1.

Act 2: Three of a Kind

Scene 1: The Trek

These emitters must be shut down or otherwise repaired in order for the Player's ship to safely exit the system. Any Away Team sent down to a planet requires regular tri-ox injections. Otherwise what the Away Team encounters is dependent upon which of the Class L's they journey to.

L-Alpha requires the Away Team to bundle up in their best cold weather gear. They arrive in a snowstorm and must journey towards the emitter on foot. L-Beta requires the Away Team to hack their way through an alien jungle while avoiding dangerous flora and fauna. Finally, L-Gamma requires light clothing and careful rationing of water and other supplies during the trek.

The GM is encouraged to embellish the trip across the planet as needed. Mechanically, at least one Fitness + Conn Task at Difficulty 2 should be required from the Away Team as a whole before they arrive at the emitter. Failure on such a Task temporarily reduces the total Stress of a random Away Team member by 2.

Scene 2: The Emitter

As the emitter comes into view, read the following:

You finally come upon what you're pretty sure is the emitter you've been looking for. It is a large, parabolic-type dish that is not at all dissimilar in design to deflectors used on Federation starships. Though in this instance the emitter is several times larger. Surrounding the dish is a facility that's seen better days. The signs of

time's wear and tear show on the metal, box-like structure.

It doesn't take you long to discover an entrance into the facility. The initial stretch of corridors you step into are just as badly beaten as the outside is. The only light comes from whatever equipment you have on hand, and the air is stale and musty. In general the hallways seem designed for a humanoid species though you cannot place the design.

Take a moment here to allow the Players to analyze their surroundings and possibly attempt to figure out what species might have been responsible for this. Such an endeavor involves a Reason + Science Task at Difficulty 3, and the Players may assist one another. Success reveals that the faded symbols on the wall resemble that of the Tkon Empire.

Failure means that the Player Characters are stuck following energy signatures on their tricorders rather than signs on the wall as they press deeper into the facility.

Continue to read:

The further you press into the facility the more pristine things get. It eventually reaches a point where you might as well be standing in a freshly-abandoned station. Holographic readouts along the walls and overhead lights fill the hallways with light. You know you're on the right track when you come to hear of the facility.

At the base of a massive power feed and support structure is a domed space approximately 150 meters in diameter and half as much in height. There are all sorts of control consoles, benches, and work areas that lead up to one large collection of monitors and readouts. Beside this supposed "master console" are several framed doorways that seem to go nowhere.

These doorways are actually inactive portals to the emitter control rooms on the other two planets. Getting them working requires interfacing with the master console via an Insight + Science or Insight + Engineering Task at Difficulty 3. If the Player Characters successfully identified that this is Tkon technology then reduce the difficulty by 1.

The Tkon Empire

The Tkon Empire, also known as the Empire of the Endless Flame, existed over 600 millennia ago. They were considered god-like beings to less developed civilizations due to their highly advanced technology. They were especially known for their mastery of terraforming, the ability to travel interstellar distances without the use of faster-than-light (FTL) travel, and the capacity to relocate entire solar systems.

The Tkon's biggest crisis was the fact their star was dying and threatening to exterminate their mighty empire. This led to the formation of the *Great Endeavor*, wherein their entire empire worked on a way to move their home system around a new, healthy star. Before this was accomplished, though, the Tkon home sun destabilized. The resulting wave of supernova effectively ended the Tkon Empire. They became a legend passed down through the generations of other races.

Once active, the doorways provide instantaneous travel between control rooms. This means the Player Characters can simply step through a portal and end up on a different Class L planet in a seamless transition. Particularly clever Players might also realize they can send objects or even phaser shots through these portals.

Regardless of whether or not the doorways are activated (i.e. the Players fail the Task), the Player Characters should be able to put together some information. Mainly that the emitters are almost like large pattern enhancers focused on the trinary stars. From there it either takes RP or a further Reason + Engineering task at Difficulty 2 to figure out that this entire system is designed to be a Stellar Transporter Array specifically for this Sector.

Scene 3: The Decision

At this point the players will need to make a difficult decision. Working technology like this could easily catapult the Federation ahead centuries if properly studied. If someone undesirable were to get their hands on it, however, then the results could be catastrophic. Imagine the Tholians suddenly being able to transport planets or stars around at whim. There's also the question if the Federation is ready for such technology.

Three potential outcomes of this decision are as follows:

Destroy the Facilities

No one should be allowed to have this much power over the cosmos. These facilities need to be destroyed for the good of all. Overloading the emitters or damaging them is the easiest way to do that. The latter could be as simple as firing upon them from orbit, or even setting up spatial charges on the ground.

Shutdown the Facilities

This technology is worth studying. However it cannot be allowed to remain active until

Starfleet can properly secure the system. A controlled shutdown via the Master Console is necessary.

Repair the facilities

There's no telling if this technology will ever come back online if shutdown. Although something must be done to stabilize the system before the building ion storm reaches critical mass.

Unless death from orbit is called for, all three of these courses of action require a Timed Extended Task. This Extended Task has a Work Track of 12, a Magnitude of 4, and a base Difficulty of 4 for each Task to overcome it. The default Task is Control or Daring + Engineering, though there may be other creative solutions and applications of skills.

Each attempt at the Extended Task takes two intervals of time by default. The Players have up to 10 intervals (10 hours) to finish their work before they will have to destroy the facility from orbit if they're ever to have a chance of surviving. Further rules on Timed Challenges and Extended Tasks can be found on Page 90 of the Core Rulebook.

If the Players opt for or are forced into orbital bombardment then skip to the Conclusion.

Act 3: Three's Company

About midway through the Away Team's effort (regardless of what they're doing), a group of Security Robots descends upon whatever facility or facilities are currently in use. They resemble blocky green automatons with one arm carrying a net and the other sparking like a cattle prod.

The number of Security Robots deployed should start small, around 2 to 4. Depending on how the Away Team fares the GM may consider adding more to keep the tension. This should not be a TPK by any means. If the Players are rolling exceptionally poorly then they may end up completely knocked out. In that case they lose four intervals of time as they remained stunned on the floor of the control room. If less than four intervals of time remain then leave the Players with only a single interval when they wake up.

Security Robot (Notable NPC)

ATTRIBUTES

Control 9	Fitness 10	Presence 8
Daring 8	Insight 7	Reason 7

Command 1	Security 3	Science 0
Conn 1	Engineering 1	Medicine 0

Stress: 13 **Resistance:** 2

Attacks:

- Capture Nets (Ranged, 5A, Non-Lethal, Knockdown)
- Neural Stunner (Ranged, 6A, Non-Lethal)

Special Rules:

Whenever a Knockdown effect is dealt to a target, the GM can spend two threat to create the “Tangled” complication. This increase the difficulty of all tasks by the target by 1 until they can get themselves free.

Conclusion

With all of the emitters shut down, destroyed, or otherwise repaired, both the solar interference (ion storm) and tetryon bombardment ceases. The Players are free to continue their exploration of Sector Tau Eta 5 and the rest of the Sabine Expanse.

Continuing Voyages . . .

If the Players opted either to shut down or repair the emitters then they must make a further choice. It will take some time to get a large enough Federation presence in the area to adequately protect this discovery. The Players may want to remain on station until then.

This could lead to a science outpost or full on Starbase being constructed in the system.

Depending on the nature of the Players, the GM may wish to include them in the construction efforts so that they feel further attached to this system. It might also be the case that several other factions in the Sabine Expanse test the Federation’s defenses, leading to starship skirmishes and perhaps greater diplomatic adventures.

Debugging

My players can’t seem to decide what to do about the emitters!

Remind them that they are under a time constraint of 10 hours. The longer they debate the less time they have to carry out their plan.

My players are asking me for more information about the Tkon!

Consider reading the Q-Continuum series of novels for more insight into the Tkon. However, as the novels involve Q and other “high-level” beings you will have to filter what information the players get.

RINGS

This adventure presents the crew of a Starfleet vessel with an ethical dilemma involving the Prime Directive. It also gives Player Characters the opportunity to initiate first contact with a strange race of aliens with a different social structure than their own.

The mission opens with the players' ship picking up an audio-only message on a lower frequency band. The universal translator is unable to decipher the message into a form the Player Characters can understand. Investigating the signal's source directs the Player Characters towards the X364 system. There, in orbit of a gas giant, is a megastructure: a ringworld with a diameter of approximately 10,000 kilometers.

The ringworld is teeming with unknown lifeforms and shows signs that a warp-capable species may be present on part of the ring. This includes tritanium alloy construction, polarized fields, phase weaponry, and other NX-era technology. Upon traveling down to the surface, the Away Team encounters a caste-based insectoid race. Once the Player Characters are able to open communications with these creatures, the *Sloix* ask for assistance repairing a weather control system in addition to other First Contact exchanges.

This weather control system turns out to be technology created by the ringworld's builders and is beyond the *Sloix*. However, the player's ship and crew possess the means and knowledge to repair the problem. Doing so would open up new in-roads with a brand new species as well as give the Federation access to study the ringworld. The only cost is skirting the Prime Directive.

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Seek out New Life, New Civilizations

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

Other Eras of Play

The only era of play that requires modification to this adventure is the NX or Pre-TOS era. In that era, the *Sloix* are more or less at the same technological level as Starfleet is. This makes dealing with them much easier as the Prime Directive has less of a hold. The Prime Directive should still be a concern, just less like giving a caveman a phaser and more like showing the caveman how to use a bow.

GM Sidebar

Even though it is not the size of a Niven ringworld, this one is still considered to be the type of megastructure that is beyond the Federation's means to construct. The *Sloix* are more than happy to scratch Starfleet's back if Starfleet scratches theirs. This could mean anything from basic trade and cultural exchanges to a whole new race joining the Federation.

Act 1: The Ringworld

Scene 1: The Signal

CAPTAIN'S LOG

Captain's Log, Stardate 48301.6

After charting the course of a Rogue Planet, the ship is proceeding through a little-explored sector of the Sabine Expanse. This region was mapped and surveyed many years ago at long range, but only the most general data was returned. What's out here is a mystery.

The mission begins on the bridge as stars streak by at warp speed on the viewscreen. Everything is proceeding as normal on Alpha Shift. At least until the officer at Ops notices an audio-only message on a lower frequency band. Read the following as the message plays over the speakers:

The bridge is filled with the sounds of clicking, hissing, and other insectoid-like noises. It's like standing in the middle of a rainforest, in that it sounds more like a cacophony of beings rather than a single entity. Either way, the universal translator is stumped. It has no similar languages for comparison. Assuming, of course, what you're hearing is even a language.

Tracking down the origin of the message requires a Reason + Science Task, assisted by the ship's Sensors + Science, at a Difficulty of 0. Base success reveals that the transmission's source is on the far side of a Class J Gas Giant in a nearby star system designated X364. The X364 system contains one Class Y Demon World, one Class J Gas Giant, and a Class A Blue-White sun.

A Player Character spending Momentum to *Obtain Information* also learns:

- This transmission was not sent directly to the Player's ship. Rather it was a general broadcast.
- The transmission is on the edge of its effective range. Any further out and the Player ship would have never detected it.

Scene 2: Megastructure

As the Player's ship arrives in the X364 system and heads towards the far side of X364-Beta, read the following:

The viewscreen magnifies and zooms in on a structure that immediately causes a bit of awe among the bridge crew. There, orbiting the gas giant, is a ringworld. Unlike a Niven ringworld, this one is much smaller and encircles neither planet nor star. Sensors indicate that it has a diameter of approximately 10,000 kilometers, and contains a nitrogen-oxygen atmosphere suitable for most humanoid life. A wide variety of environments, habitats, ecosystems, and climates are present. So many, in fact, that you could likely spend the better part of a week just mapping the surface. Such a megastructure is beyond the Federation's ability to construct. Really, it's beyond most, if not all, known species capabilities.

A Reason + Science Task, assisted by the ship's Sensors + Science, at Difficulty 1 yields the following information:

- There is life on the ringworld, ranging from simple flora and fauna to more complex entities. These entities do not conform to any recorded bio-signs.
- There are all sorts of basic settlements, such as farms, spotted throughout the ring's surface.
- There are indications of what might be an advanced installation in one of the

temperate zones on the “upper” part of the ringworld.

The last bullet point should invite the Ops Officer or Chief Engineer to provide their opinion on what the sensors see. This involves a Reason + Engineering Task at Difficulty 1. Success reveals to the character in question that there is NX-class comparable technology present, including polarized fields, phase weaponry, and a gravimetric field displacement manifold (a.k.a. A Warp 5 Engine in the 22nd Century). This level of technology is only present in this particular area and does not appear to be spread across the ringworld to other settlements.

Any other questions the players might have must be answered by actually traveling down to the ring’s surface. The transporters work just fine for this purpose, as does a shuttlecraft.

Scene 3: Here be Bugs

This scene is split up into sub-scenes that depend on where the Players decide to send the Away Team. These scenes are meant to be stand-alone and do not all have to be encountered to advance the mission.

GM Sidebar: Telepaths

While the universal translator may not yet be able to decipher the Sloix’s language, a telepath might be able to handle basic communication with them. Not to a level to completely bypass the need for a tweak to the universal translator, though!

Installation 04

Read the following as the players approach the installation on the upper part of the ring:

In the distance looms a shimmering, grey-metal tower. It is designed in a series of triangles, with a tall portion stretching far above the rest. It has all sorts of symbols and ornamentation on its surface, but sadly the universal translator is still coming up blank. As you get closer, you’re

able to pick out the beginnings of a small community. The rust-colored metal structures are arranged in a fairly intuitive fashion such that they get taller the closer they get to the large installation they surround. But what really gets your attention are the creatures you see moving about.

All of them possess a shell-like upper body resembling the shape of a layered turtle shell. A head with horns and many insectoid eyes comes out of the front, while a set of arms grows out from the underside. There’s a curved, tapering section that connects their upper bodies to their lower.

In addition, there are two distinct types you can make out. The first is red in color, and has large wings that droop down over its back like an Earth fly’s. The second is black in color, and possesses both a serpentine lower body and an additional set of arms. There are far more red than black ones.

Depending on how the Away Team makes their approach, the Sloix will react differently. If the players slowly and cautiously reveal themselves then the Sloix approach in much the same way. However, if the players brazenly enter or otherwise startle the Sloix, they run away to fetch peacekeepers.

These red-colored peacekeepers are equipped with Phase Pistols. They attempt to corral or otherwise scare off the Away Team depending on how the Away Team reacts to weapons being pointed at them. **Unless a player deliberately makes this a firefight it should not devolve into one.** In such a case refer to the Debugging section at the end of the mission.

Communication with the Sloix will have to be via gestures and basic sounds to start. The universal translator is doing its best but is having an extremely rough time deciphering the Sloix’s insectoid chitters. The more the players

are able to record the easier the task will be later on to create a translation matrix.

This sub-scene ends one of three ways:

1. The Sloix take the Away Team into the large installation to meet their queen. Said queen is massive, resembling one of the black types scaled up by an order of magnitude. But what's really important is that the queen is telepathic in a sense. She communicates with a series of mental pictures, and can somewhat understand the mental images of any character that addresses her.
2. The Sloix shoo the Away Team off
3. The Away Team decides to return to the ship or travel elsewhere on the ring.

Bugs can farm too!

Read the following as the players approach one of the non-advanced Sloix communities (such as a farm):

You pass through what is unmistakably farmland and press closer to a small assemblage of buildings. They're all made out of stone and wood, no one among them taller than one and a half stories. But what's really interesting are the aliens you see out and about.

Paraphrase the second paragraph from the first sub-scene about the common aspects of the Sloix. Then continue to read:

There are two types of aliens moving about. The first is a green biped, while the second is a yellow quadruped shaped like a centaur. Most of the latter have what you're guessing are tools of their trade, while the former seem to go about empty-handed.

Like the first sub-scene, how the Sloix react depends on the players' actions. The key difference here is that unless the players have come up with a translation matrix they won't be

able to gain any useful information from these Sloix.

Bridging the Gap

Getting the universal translator to work with the Sloix's language is a Gated Challenge of two Extended Tasks. Ideally these tasks should be completed on the Players' ship, but they can also be done on the ringworld at a +1 Difficulty. These Extended Tasks also succeed at cost. Complications mean that there are frequent miscommunications, leading to misunderstandings, garbled messages, or outright incorrect translations.

The first Extended Task involves generating a syntax matrix capable of deciphering the Sloix's sounds and encoding it as a language. This Extended task has a Work Track of 12, a Magnitude of 3, and a base Difficulty of 3. The default Task for this is Reason + Science. If the Player Characters have proper recordings to work with then reduce the Difficulty by 1. If the Player Characters are on their ship then the ship can assist with Communications + Science.

The second Extended Task involves coming up with an innovative way to apply existing technology. More specifically, how to get the Away Team's comm badges to translate "common" to "bug" and vice versa. This Extended Task has a Work Track of 8, a Magnitude of 2, and a base Difficulty of 2. The default Task for this is Daring + Engineering. If the Player Characters are on their ship then the ship can assist with Communications + Engineering.

At the end of these two Extended Tasks the Player Characters will now be able to converse with the Sloix. Assuming they have not decided to rely on a telepath exclusively, of course.

Act 2: Let's try again

Scene 1: "Old Friends"

Visiting the first camp, a.k.a. Installation 04, involves the players being led to talk to Queen Praxosia. She sounds wise beyond her years and is able to impart the following information:

Her people, the Sloix, are not natives to this Ringworld, which they call *Acsishis*. Their old creation mythos, which they no longer follow, tells of a highly-advanced species that brought the Sloix's ancient ancestors here for some unknown purpose. The Sloix have the ability to travel the stars but prefer to remain on the ring.

The technology the Sloix use is based off of that which is found on *Acsishis*. Most of it is mimicry and not based on actual understanding of how it works. To make a comparison, this would be like following a set of instructions to build something out of blocks without knowing how the larger end result functions. The rare few Sloix that do understand how things work are revered and respected almost as much as the Queen herself.

This leads to the Sloix's caste system. There are four castes of Sloix on *Acsishis*: the yellow, the green, the red, and the black, listed from low to high. The former two (yellow and green) are much simpler of mind and purpose. They tend to be agricultural workers or tradesmen of simple professions. The reds are about on the same level as modern-day Humans. The blacks are the "1%" of the Sloix, and are the best and brightest.

With all that said, Queen Praxosia has a request of the Away team. The particular installation that she is chambered in has a partner on the opposite side of the ring. The installations help regulate the weather by firing a massive energy pulse between both installations. However, the sister installation has not returned the energy pulse in several weeks and things are beginning to degrade.

Praxosia would consider it a great deed if the Away Team aided her people. Especially since the Sloix she's sent so far have not returned.

What about the farmers?

Talking to the farmers with a working translator yields the following:

- The greens and yellows have always lived on this ring. They do simple work for their betters, the reds and blacks. It is important to note they are not slaves. They are simply dim and do not even realize there could be a problem with their caste system.
- Every few moons, a great flying ship descends from the sky to take tribute to Queen Praxosia. This tribute is voluntary, but many, if not all, greens and yellows contribute in reverence.
- There is a sickness spreading among the yellows. While they believe it is divine retribution for something they did, and thus fatal, the reality is much less severe. A Insight + Medicine Task at Difficulty 2 reveals this to be the Sloix equivalent of a common cold.

Scene 2: Reactivating Installation 04-b

Figuring out the location of 04-B requires a Reason + Conn Task, assisted by the ship's Computers + Conn, at Difficulty 2. This succeeds at cost, with the complication being that an Away Team won't be able to land close to the facility. If that's the case, require a Fitness + Conn Task at Difficulty 2 from every member of the Away Team. Failure means they suffer a minor injury as they navigate the rocky terrain. This increases the complication range by 1 until the injury is treated.

Read the following as the Away Team approaches 04-B:

You follow a valley between two great mountains until you reach its natural

conclusion. Standing like a great marker against the cliff face is your destination. It looks extremely similar to the one that Queen Praxosia and her upper-echelon of Sloix have taken up residence around. The key difference is that the surrounding area ends rather abruptly after a certain point, turning into a sheer drop several kilometers down. You're in no danger of wandering off the edge, though.

As the Away Team enters the facility, continue to read:

This facility has a similar internal layout to that of the one Queen Praxosia resides in. You're able to apply the knowledge of your past trip to head towards what you think functions as a control room. You base this knowledge on the fact that that was where the Queen was quartered on the opposite side of the ring.

About several minutes into this trek, you begin to smell something resembling burnt flesh. The source is readily apparent as you round a corner. There, in a sort of macabre fashion, are bodies of red Sloix all lain about as if they were trying to reach the end of the corridor. They have all manner of burn marks and signs that a great energy discharge flowed through them. However, as you scan the area, you only pick up energy readings much deeper into the facility.

This will probably cause the Away Team to slow up and proceed more cautiously for fear of traps. It's mostly a mind game though. The Sloix died when the installation tried to return the energy pulse to 04-A and failed. This process occurs every 168 hours and the Away Team has arrived with more than a hundred hours to spare.

Whenever the Away Team gets to the control room, read the following:

The control room of Installation 04-B is a circular floating platform over a large pit that leads deeper in the ring's surface. Squinting

your eyes down at the darkness, you can just barely make out the twinkling of what might be brewing energy. As far as the platform itself, it contains all sorts of active holo-displays that show the same untranslated glyphs that are present on the exterior of the facility.

If the Players made sure to ask Queen Praxosia for detailed instructions how to work the facility, then the Away Team knows exactly how to work the displays. If not, it takes an Insight + Engineering Task at Difficulty 4 to work that out. Failure means that the display either goes dark or flashes red warnings. The Player Characters can attempt this task up to three times before further progress is impossible. In which case they will have to return empty handed to the Queen.

Success or foreknowledge allows the Away Team to learn some very basic things about this installation:

- The next energy pulse will occur in 103 hours.
- It functions similarly to a starship in how it distributes energy.
- The problem lies within the EPS-like conduits. A simple replacement would fix the problem.

Act 3: The Prime Directive

Repairing the conduits is a trivial affair. However, it requires use of technology that the Sloix do not possess. If it has not been raised already, a junior officer on the Players' ship should question whether the Prime Directive applies to this situation. While the Sloix do possess Warp capability they do not have a society that necessarily understands how to fully work it. Thus, the Player Characters must determine if they are able to help the Sloix.

Conclusion

How this mission ends depends on whether the players decide to either enact the Prime Directive or choose to ignore it. Not repairing the facility will annoy if not outright sour relations with the Sloix. Conversely, doing the opposite will create a bond the Player Characters and the Federation can use for future contact.

Continuing Voyages . . .

If you plan on having your group run through *Pandora's Gate*, this is a perfect chance to give them a set of coordinates that leads them to a Tkon outpost.

Depending on how well First Contact went, Queen Praxosia might ask to send one of her “daughters” with the Players’ ship as a gesture of good will. The Sloix also might be fast-tracked for onboarding into the Federation depending on how the Player Characters report their findings back to Starfleet. Such matters would introduce Sloix as a playable race. Their species profile is on the following page.

Debugging

My players started a fight with the Sloix!

Remind your players that Starfleet does not employ a “shoot first, ask later” philosophy. They should be reprimanded in-character and possibly given a negative influence on their next reputation roll if you are using that system.

As for how to handle the actual fight, let it play out for two rounds before forcing the players to disengage due to overwhelming numbers.

My players are taking a long time to debate the Prime Directive!

Nudge the Captain and/or the superior officer to make a judgement call. That’s their job!

My players are asking me if it’s okay to let a Sloix on their ship!

Again this is something the Commanding Officer (usually the Captain) has complete control over. It is entirely up to them. As for whether it’s “right” or not, you have to let your players decide that for themselves.

PANDORA'S GATE

This is the big one. If you've played the other adventures in this compendium then you've explored horrific anomalies, amazing relics, and technology that can change the very shape of the quadrant. This is something a step up from that, something that could change the very way the galaxy exists.

The Player Characters are tasked by Starfleet with escorting an archaeology and anthropology (A&A) officer, a Caitian named Lieutenant Niia, to Yalia III. Yalia III is a Class L planet in the Yalia system that the Federation Archaeology Council believes to contain important relics from an ancient Tkon Empire. Unknown to the PCs and Starfleet in general, this same data has found its way into the hands of the Tholians.

As the players arrive at Yalia III, they will find that there is indeed a Tkon outpost present on the planet. However, the planet itself is barely habitable. Away teams must contend with the risk of carbon dioxide poisoning as well as exposure to cold if they wish to explore this outpost. With Lieutenant Niia's knowledge and assistance, the away team will be able to salvage most of the data before the planet's harmful effects get the better of them.

The gathered data includes yet another star chart. After accounting for stellar drift over the many years, the PCs will be able to come up with a set of coordinates. The particular coordinates are in unexplored and unclaimed space between systems approximately 3 light years distant. At Warp 5, this will take about 5 days of travel. Niia will implore the PCs to act on this information, and will work with them during the five day journey to further decipher the treasure trove of information about the Tkon.

It's about this time that the Tholians make an appearance. A science vessel of a new

configuration appears in the Yalia system before the PCs can make the jump to warp. Immediately after arriving, a Tholian by the name of Salrene demands to know what the PCs are doing here, and claims that this space is being considered for annexation by the Tholian Assembly. Salrene does not let on that they know somewhat about Yalia III's significance, and instead does their best to scare the PCs off. This should serve as a point of tension and give the PCs a ticking clock, either real or imaginary.

As the players close in on the new coordinates, they will find themselves encountering a Subspace Node. The coordinates the PCs are following are right at the center of this node, and thus they must risk flying blindly into the dark.

Once the players' ship arrives at the coordinates, the PCs will find an ancient structure still in operation. It powers and maintains one side of a Subspace Portal, an artificial anomaly similar in nature to a wormhole. The players will be able to determine it is safe to send a shuttle or even their entire ship through this portal, as there is a similar Subspace Node containing a similar structure on the other side.

All is not as it seems. Upon arrival on the other side of the portal, the PCs will begin to detect strange sensor-blocking debris made of pure Neutronium. Further scans and data reveal that this debris belongs to a crippled Planet Killer, the bulk of which is floating dormant within the darkness. However, there is not just a single doomsday machine present. In all, ten such devices, all effectively "dead," are contained within this Subspace Node.

It is likely that the players will want to find out where in space they have arrived. A simple probe will suffice, and will reveal that the players have travelled so far away that it would take decades if not centuries to return home at

maximum Warp. It is then that the PCs must make a difficult decision: Do they leave the portal open and risk someone like the Tholians finding the derelict Planet Killers? Or do they close the portal and effectively seal the Pandora's Gate as well as any opportunity to explore this distant region of space?

Directives

In addition to the Prime Directive, the following Directives are in effect for this mission:

- Boldly Go Where No One Has Gone Before
- Do Not Give the Tholians Cause to Make War
- Do Not Allow Dangerous Technology to Fall into the Wrong Hands

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

Other Eras of Play

Tholians first encountered Humans in 2152. This means that even NX-Era campaigns can use them as antagonists. However, Lieutenant Niiia will need to be a different species than Caitian if play happens before the 23rd Century. The Players will also not have any records of the Planet Killer as it is before Kirk encountered it.

As noted in *Tripligate*, earlier eras of play will have less experience with the Tkon. That said, this should not be the Federation's first discovery of the long-dead empire.

Though handled in greater detail via a sidebar later on, the destination of Pandora's Gate should be tailored to match the era and player expectations. A stable connection between two points 600 lightyears apart is monumental in the 22nd and 23rd Centuries.

GM Sidebar

This is probably the most impactful mission contained within the compendium. Just like how the wormhole defined DS9, this could very

well be the start of a long campaign centered around Pandora's Gate.

Act 1: Yalia III

Scene 1: The A&A Officer

CAPTAIN'S LOG

Captain's Log, Stardate 48675.8

I'm somewhat glad I never took that assignment on the Enterprise-D. It ended up going down on Veridian III a few weeks ago. Meanwhile I'm out here charting gaseous anomalies in the relative "safety" of the Sabine Expanse. Or I would be, if I didn't have to divert to pick up an A&A officer for transport to Yalia III. I do not mind this despite my tone, especially since this involves the Tkon.

The mission starts with Lieutenant Niia, a Caitian female, boarding the Players' ship. She is an archaeology and anthropology (A&A) officer, tasked specifically with investigating Yalia III. The Federation Archaeology Council believes the Class L planet contains important relics from the ancient Tkon Empire. As soon as Niia is situated and the ship underway, she requests a meeting with the Senior Staff. During this meeting, Niia outlines what's led her to Yalia III.

GM Sidebar

How Niia gets coordinates for Yalia III depends on previous adventures in the campaign and the era of play. If the Players have not been through either *Triplicate or Rings* but are playing in the TNG-era, then the coordinates come from a team on Delphi Ardu. If they have played through either adventure then they may have picked up the coordinates then. All other

eras should pick a known planet or make one up.

The most important thing about Yalia III is that it's relatively close to the Tholian border in unclaimed territory within the Sabine Expanse. Unknown to the Players and Niia, the Tholians have gotten their hands on the same set of coordinates. Tensions between the Tholians and the Federation have somewhat cooled by 2370, but that doesn't mean the Tholians aren't interested in this discovery as well.

Lieutenant Niia (Major NPC)

Traits: Caitian

Values:

- The next big find is out there. I must discover it first!
- To understand history is to not repeat it.
- History can teach us so many things.
- Sometimes you break the rules

ATTRIBUTES

Control 12	Fitness 8	Presence 8
Daring 7	Insight 10	Reason 12

Command 1	Security 3	Science 5
Conn 2	Engineering 4	Medicine 1

Focuses: Archaeology, Astronavigation, Cultural Studies, Deductive Reasoning, Subspace Mechanics, Xenohistory

Stress: 11 **Resistance:** 0

Attacks:

Unarmed Strike (Melee, 4a, Knockdown)

Scene 2: Frozen

As the Players arrive at Yalia III, they find that the planet is barely habitable. A Reason + Science or Reason + Medicine Task at Difficulty 0 yields the following information:

- Away Teams to the planet's surface must prepare for sub-zero temperatures. Time to exposure without proper protection is a matter of minutes.
- Away Teams must also take Tri-ox injections and carry oxygen with them to avoid the risk of carbon dioxide poisoning.

The coordinates Niia has on hand are in the northern hemisphere. A Reason + Science Task, assisted by the ship's Sensors + Science, at Difficulty 1 confirms the presence of a Tkon outpost at the coordinates.

Beaming or flying down should put the Away Team near the outpost. For every hour they spend on the planet call for a Fitness + Security or Fitness + Conn Task at Difficulty 1 from everyone in the Away Team. Failure means the cold or the thin air is getting to them, increasing the complication range by 1 for all tasks while they remain on the planet. This effect stacks up to a maximum of four times.

Read the following as the Away Team arrives:

You find yourselves among smoothed pillars and chunks of long-forgotten structures. Lieutenant Niia seems to know exactly where to go. She moves towards a claw-like protrusion with her tricorder already scanning the area.

"Yep, this is it!" she calls out. "Definitely Tkon in origin. We're looking for anything that has a power source or could hold data. Fan out and keep your eyes peeled!"

Some Player Characters might take offense that Niia has given them an order, in which case Niia

will remind them that the less time they spend bickering about who gives what orders the less time the Away Team has to spend in this freezing weather.

Searching the Tkon ruins is an Extended Task with a Work Track of 10, a Magnitude of 3, a Default Difficulty of 2, and a Default Task of Reason + Science or Reason + Engineering. Each attempt at this Extended Task eats up a single hour of time. Should the players spend more than five attempts trying to pass this Extended Task then the Tholians will arrive in orbit (see Act 2).

Success on the Extended Task reveals that a half-buried dome contains a small power source within. Downloading the data into a tricorder yields a star chart as well as data that makes Niia practically purr. This chart must be taken back up to the ship for analysis.

Scene 3: Stellar Drift

The recovered star chart is ancient, quite literally over 600,000 years old. Thus the Player Characters must account for stellar drift and hope the computer can find a correlation. This involves a Reason + Conn Task, assisted by the ship's Computers + Conn, at Difficulty 2. This Task can succeed at cost, the complication being that it simply takes more time.

Success points to a set of coordinates that lie within unexplored and unclaimed space approximately 3 lightyears distant. At Warp 5 this will take about 5 days of travel. Niia is eager to act on this information and insists that they go there immediately.

Act 2: Tangled Webs

Scene 1: Tholians

Just as the Players' ship is about to leave (or if the Away Team is taking long on Yalia III), a Tholian Orb Weaver drops out of Warp and opens a channel. Read the following:

Appearing on the viewscreen is what looks like your typical crystalline Tholian. "I am Commander Salrene," they announce. "You will explain your presence in this space immediately."

Tholian Orb Weaver

SYSTEMS

Comm 8	Engines 10	Structure 10
Computers 9	Sensors 8	Weapons 10

Command 2	Security 3	Science 2
Conn 2	Engineering 2	Medicine 1

Power: 10 **Shields:** 13 **Scale:** 5 **Resistance:** 5

Attacks:

[Tetryon Beam Arrays](#) (Medium, 8A, Piercing 2)

[Thermionic Torpedoes](#) (Long, 7A, High Yield, Dampening)

[Tholian Web Generator](#) (Medium, 5A, Vicious 1)

This weapon surrounds an affected vessel with an energy barrier. Ships cannot fire out, but those outside can fire inside. Contact with this web deals the listed damage, and said damage is also applied at the beginning of each round the affected vessel is inside. Escape from the web is possible if the affected vessel specifically targets several nodes of the web.

Talents:

Rugged Design

Improved Shield Recharge

Salrene only goes so far as to say that the Tholian Assembly is considering annexing this space if asked while they are there. Like all Tholians, Salrene is blunt, xenophobic, and hard to reason with. Nothing stops the players from

cutting comms and flying off, unless, of course, they have an Away Team still on the surface. In that event the Player Characters will have to buy their Away Team precious time.

How this is accomplished depends on the Players. Some might delay with words, while others will start charging weapons. Salrene responds to aggression with aggression but does not open fire first. This is a very important distinction. Starship combat does not break out unless the players push for it.

Scene 2: During the Trip

During the journey towards this new set of coordinates, Lieutenant Niia discovers something exciting. Their destination is designated in the Tkon script as being "a gate." Niia's experience with the Tkon means she's able to explain that such "gates" are usually how the Tkon Empire used to designate systems or locations that contained their highly advanced transporters. Said transporters were capable of moving entire stars, and thus being able to study one would be a tremendous boon.

GM Sidebar

If you're wondering how this differs from [Triplicate](#), the key distinction is this: The [Triplicate](#) facility is meant for a single purpose, i.e. to transport celestial bodies to and from that specific sector. This gate is something much grander than that.

This is also a good opportunity to further RP between the Player Characters and Lieutenant Niia, or for the Player Characters to work on a personal project or hobby.

Scene 3: Subspace Node

As the players' ship closes in on the coordinates, they find themselves encountering a Subspace Node. A Reason + Conn task, assisted by the ship's Sensors + Conn, at Difficulty 1 yields the following:

Much like the region known as “The Barrens,” this bubble of curved spacetime is devoid of any stars or stellar bodies. However, this Subspace Node is much smaller, being only a single lightyear in diameter. The coordinates the PCs are following are right in the center of this node.

As there’s no way for sensors to look beyond the node’s boundary, the Player Characters must figure out a way to keep from flying in circles. A simple solution would be to launch several probes or beacons once inside to use to triangulate their position.

Read the following as the Players’ ship enters the bubble:

Guided by the hand of your skilled helmsman, your ship begins to press into the subspace node. As it does, the stars on the viewscreen begin to wink out rapidly. Soon you’re left with nothing but a pitch black screen. The only lights are those on the exterior of the hull and that of the nacelles.

This is a perfect opportunity to play up a sense of oppressive darkness if it seems the Player Characters will respond to it. Mechanically, nothing much happens during their journey until they get within half a lightyear of their destination.

Scene 4: Q

Approximately 12 hours or half a lightyear out from their destination, whichever is smallest, Q pays the Commanding Officer a visit.

GM Sidebar

Q is an iconic Star Trek character for a good reason. However you do not need to use the exact same Q that “tormented” Captain Picard. In fact, you are encouraged to come up with your own Q with their own unique personality. It gives the Players a sense that they have their own Q, adding to their self-worth.

Roleplay-wise, you want to play things as if Q knows everything (because they do). They give roundabout answers and should leave the players with more questions than they started with. They’re also a great narrative tool for you to taunt your players or tell them they’re on the wrong track while remaining in-character.

At no point should Q snap their fingers and fix anything for the players. Snapping them around the ship and to exotic locales while they chat is perfectly acceptable. If you’re stuck, see the Debugging section.

Q is here to invite the Commanding Officer for a drink. Wherever they end up going, Q waxes poetic about how the darkness of the subspace node says something about the futility of life and how everything returns to this in the end. They cryptically hint that the Players are about to stumble onto “something big,” and that it will be a great test of their principles. After that Q poofs away, possibly to return as the adventure and GM warrants.

Act 3: Pandora’s Gate

Scene 1: Finding the Gate

When the Players’ ship finally arrives at the set of coordinates, call for a Reason + Science Task, assisted by the ship’s Sensors + Science, at Difficulty 2. This can succeed at cost. Read the following for a success:

Sensors begin to detect what might be the opening of a wormhole. You shift the viewscreen towards this phenomenon and catch sight of a strange structure that might have otherwise gone unnoticed had you not scanned thoroughly enough. It is comprised of eight components that interlock with great circular motions. These motions generate something at the center of the construction, something that could best be described as a subspace portal. Where it connects to you have no idea.

The Players will likely try sending through a probe, a shuttle, or perhaps the ship itself. All actions yield the same result: Whatever goes through the portal emerges safely on the other side and can return through a similar structure there. Much like this side, the other portal is contained within a subspace bubble. However, the most interesting points are something the players will have to do Tasks for.

Call for a Reason + Science Task, assisted by the ship's Sensors + Science (if applicable), at Difficulty 2. Failure only reveals that the subspace node is about a lightyear across. Success yields the following:

Your scans start to come back, and they're about what you'd expect from the interior of a subspace node. It's about a lightyear across and is otherwise devoid of anything, even interstellar dust. Or so you think at first. You begin to notice conflicting snapshots of the area, as if there are great entities floating in space that seem to block your attempts to scan them.

Running another scan or focusing on one of these entities in particular does not require a further task. Continue to read:

You tweak the sensors to try and get any sort of reading from these unknown, sensor-absorbing entities. That's when you get a visual of one. It is a conical-shaped machine several orders of magnitude larger than your ship. Those of you familiar with Kirk's legendary five year journey might know what this is immediately. The rest of you have to wait as the computer returns the matching pattern from the logs around Stardate 4202.9.

The entity and the ten that surround it are all Planet Killers.

If you need a refresher on Planet Killers, page 339 of the Core Rulebook has both lore and stats.

Scene 2: It's not all bad

Luckily for the hearts of the Player Characters, these Planet Killers are all adrift lifelessly in space. In fact, it looks like some of the machines have been broken over a knee by some ungodly force. Their neutronium hulls are fragmented and otherwise broken in ways that are far beyond modern weaponry.

Once that heart attack has been avoided, the Players might wish to peek out of the "Planet Killer Landfill." As the stars come back into view, call for a Reason + Science Task, assisted by the ship's Computers + Science, at Difficulty 4. If the players do not succeed then they have no idea where their probe/ship might be. If the players do succeed then reveal the following:

The main computer churns the data you feed it, comparing it against hundreds of thousands different known star charts, orientations, and viewpoints. It starts to look like a futile exercise the longer the computer works. Then a match is found. You look at it, confused. If this result is correct then you're decades, if not centuries, away from your last known location at maximum warp.

GM Sidebar

Where the other end of Pandora's Gate leads is something you should decide for your group while keeping in mind the scope of the campaign. The Ophion's Pandora's Gate, for example, led all the way to the edge of the Andromeda Galaxy. This fit the mythos of Planet Killers being great weapons of war from another galaxy and made the lure of exploring a fresh galaxy all the tastier.

And yet, going that far might be too much for some groups. You'll also want to consider the era of your campaign. A portal to the Delta or Gamma Quadrant could have rippling effects on events such as the Dominion War and Voyager's journey home.

The most “sane” thing to do is to make the destination some 625 lightyears distant. At Warp 5 (TNG Scale) that’s a trip of about 3 years. Big enough to warrant possibly keeping the gate open.

Scene 3: At What Cost?

If it wasn’t already clear, this should set up a dilemma for the Player Characters. The possibilities for exploration are endless if this Subspace Portal is left open. But would it be worth revealing its location? After all, who knows what could be learned from the Planet Killer husks. What might happen if, say, a Tholian got their hands on one? Can Starfleet be trusted to keep this secret? Is this a graveyard that Starfleet would even want to traverse? Or might it be better classified at the highest level, the gate destroyed, and the subspace node forgotten?

There’s a lot of questions here and only the Player Characters have the answers. Q can show up again to taunt a reaction from them if they’re not getting anywhere. Otherwise Q only shows up once a decision has been made. They appear on the bridge and allude to the players having “opened pandora’s box.” They are amused by the Player Characters’ choice and may be stopping by in the future. Then they vanish for good.

Leaving the Gate Open

If there is still time left in the session, or the GM deems it narratively fitting, the Tholians from earlier in the adventure make another appearance. They make beeline for the Subspace Portal and attempt to travel through it. If they are not stopped (force will be necessary) then they will enter the portal with a great flash of light, temporarily blinding all sensors.

When sensors start to work again, some bad news comes in. The Tholian vessel did something to the gate that permanently

damaged it. Travel through the portal is still possible with Non-Tholian ships of a scale equal to or less than 3, but anything larger will be destroyed in the attempt.

Destroying the Gate

Rigging up enough torpedoes to destroy the Subspace Portal is a mechanically trivial affair. It may deplete the stores of the Players’ ship but it should be possible from them to destroy if they put everything into it. Worst case, the Commanding Officer could enact Starfleet Order 2005. This orders the destruction of a starship by allowing matter and antimatter to mix in an uncontrolled manner. This is typically a last resort for a Captain that allowed them to prevent their ship or crew from falling into enemy hands.

Conclusion

If Pandora's Gate has been destroyed then the Player Characters are free to continue on their way exploring the Sabine Expanse.

If Pandora's gate was left opened (damaged or otherwise), then the Player Characters need to get on the horn with Starfleet Command on the double. The location must be locked down and classified as soon as possible. This could mean an actual blockade or the construction of weapons platforms or even a starbase.

Continuing Voyages . . .

Like the end of *Triplicate*, this could very well be the start of a longer campaign centered around this gate. Tholians in the area can provide an easy source of tension and worry. And if word leaks out about the gate it could turn into a DS9-like situation where other factions wish to use the portal for their own purposes.

Debugging

My players can't seem to complete the first Extended Task and the Tholians are here!

You might consider throwing some Tholian ground troops at the Away Team or giving the players a bone by straight-up giving them the information.

My players picked a fight with the Tholian ship and they're losing!

Unless you're feeling particularly vindictive, the Tholians should leave their ship crippled but functional. They have no desire to escalate things past that, feeling it is beneath them.

I don't know how to play Q!

Your best bet is to take some time and watch how John de Lancie acts in Star Trek or really any of his TV roles. He's typecast a certain way for a very good reason. Failing that, pretend you're a Gamemaster trying to explain something very simple to your players and they're just not getting it.

My players froze up or started acting weird when I told them how far away the gate took them!

As long as they are not actively roleplaying in a suicidal manner then this is okay. However, should they start making decisions "best reserved for oneshots that will never again see the light of day," then you may want to take a moment to check in with them to see what's up.

MISSION COMPENDIUM: HURRICANE

The “Galactic South” of the Alpha Quadrant borders with several neighbors that like testing said borders. Tholians and Talarians are chief among them, especially during the Dominion War. While Starfleet is fielding every possible ship for battle against the Dominion, there is still a need for ships along the Federation’s other borders. Without such “flag waving” the borders would collapse and the Federation would be under attack from multiple angles. That’s where the USS Hurricane comes in.

This set of missions has been designed specifically for a certain Defiant-class, the *USS Hurricane*, in the year 2372 and beyond. Accompanying this section is [a Gamemaster’s Kit full of goodies](#) like character sheets, token art, Roll20 assets, and so on.

While these missions were written with a specific ship and era in mind, they can be adapted for other ships and other eras with a little work on the GM’s side of things. The location is specifically set along the Federation-Tholian border along a stretch approximately 80 lightyears in length.

THE USS HURRICANE

This section gives you an overview of the *USS Hurricane* and the Defiant-class in general. Taking descriptions and data presented here can be a great way to spruce up technobabble and (GM) monologues alike. These details come straight from Memory-Alpha, Memory-Beta, and other reputable sources of Star Trek Canon.

Design History

The Defiant-class was designed in response to the devastating defeat in the Battle of Wolf 359, where 39 ships and 11,000 personnel were lost to a single Borg vessel. It was Starfleet’s first dedicated combat vessel, meaning that it lacked

traditional luxuries and provisions for families or diplomatic missions. Its science labs and recreational facilities were also extremely limited.

The tradeoff was that the class was overpowered and over-gunned for a ship of its size. It would quite literally shake itself apart when the engines were tested at full power. It also had an expanded sensor footprint that made detecting it rather easy. Until Miles O’Brien corrected many of the original design’s flaws on the *USS Defiant*, the class as a whole was put aside. Due to these fixes, as well as the *Defiant*’s exemplary service record under Benjamin Sisko, this class was put into full production by 2372. By the end of 2373 there were a significant number of Defiant-class ships in operation. They would play a vital role over the next two years in the Dominion War.

Technical Details

The Defiant-class measures approximately 170 meters in length, 134 meters in width, and 30 meters in height. It crews approximately 50 officers and crew across 5 decks, with room for a maximum of 150 in evacuation situations. This means that all crew (save for the Captain) must share quarters, and that higher ranking officers double in typical ships’ duty. A small shuttlebay and landing struts facilitate reconnaissance duties.

The Defiant-class’ warp drive was rated for a maximum power output of warp factor 9.982 for 12 hours. Maximum sustainable warp speed with weapons charged is warp factor 7, and with them offline that becomes warp factor 9.5.

In terms of weaponry, the Defiant-class is second to none. It sports four forward-mounted pulsed phase cannons, three secondary type-10 phaser strips, and a total of six (four forward and two aft mounted) multipurpose torpedo launchers able to fire both standard photon torpedoes and quantum torpedoes. It relies on

its speed and ablative armor to survive capital ship engagement and is truly a force to be reckoned with.

Deck One

Important areas on Deck One include:

- The Main Bridge
- Captain's Ready Room
- Transporter Room 1
- Upper Main Engineering
- Officer and Crew Quarters

Deck Two

Important areas on Deck Two include:

- Lower Main Engineering
- Computer Core
- Mess Hall
- Sickbay
- Medical & Science Laboratory
- Transporter Room 2
- Officer and Crew Quarters
- Brig

Deck Three

Important areas on Deck Three include:

- Shuttlebays 1-3
- Cargobays
- Airlocks

Deck Four

Important areas on Deck Four include:

- Landing Struts
- Navigational Deflector
- Main Tractor Beam Emitter

Deck Five

In terms of areas that could be conceivably visited during play, Deck Five has no important areas.

A Form-Fillable PDF is provided for the ship [in the GM Toolkit](#) mentioned at the beginning of this section of the omnibus. Its stats are also recorded here for ease of reference:

USS Hurricane

SYSTEMS

Comm 9	Engines 10	Structure 8
Computers 9	Sensors 9	Weapons 13

DEPARTMENTS

Command 2	Security 4	Science 2
Conn 4	Engineering 2	Medicine 1

Power: 10 Shields: 12 Scale: 3 Resistance: 5

Attacks:

Phaser Cannons (Close, 9A, Versatile 2)
Phaser Arrays (Medium, 7A, Versatile 2, Area/Spread)
Photon Torpedoes (Long, 7A, High Yield)
Quantum Torpedoes (Long, 8A, High Yield, Calibration, Vicious 1)

Talents:

Ablative Armor
Quantum Torpedoes
Rugged Design

The Crew

The following characters can be used in several ways:

- As Main Characters for the Players
- As Supporting Characters for the Players
- Not at All

The idea is that a starting group has a pool of existing characters to pick from and can jump right into play as opposed to having to create characters from scratch. Or that an existing Player group will have a myriad of Supporting Characters to call upon without needing to take

time to generate them on the fly. Of course, if your group does not wish to use these characters, then no harm done. You are also free to modify the character's gender/name/rank/personality/career events/etc as you see fit. Just note that if you change their species then their stats will change as well!

PDFs for each character are provided [in the GM Toolkit](#). For sake of space, their stats are not duplicated in this PDF. Of note, all the Senior Staff come with one less Focus and one less Value than a normal character would. This is so that any Player that picks them up as Main Characters can add their own flair to the character. Make sure to give them one Focus and one Value either before or during Play!

Senior Staff

Commanding Officer: Captain Viraxia

Risian Female – Age 43

Career Events: Mentored, Negotiate a Treaty
A Risian Captain might seem out of place on a Defiant-class, but Viraxia is the perfect woman for the job. She has experience with Tholians via her mentorship with Senior Diplomat Tonston. Tonston was the liaison for the Tholian Ambassador on Earth. Viraxia knows first-hand that her people's ways of peace cannot solve every problem and she's a better officer for it.

First Officer (XO): Commander Jir Azernal

Zakdorn Male – Age 33

Career Events: Lauded by another Culture, New Battle strategy

Azernal is your typical Zakdorn in that he is a master strategist. In the aftermath of Wolf 359, he developed several anti-Borg strategies including the use of the then-mothballed Defiant-Class. He serves as a foil to Viraxia. Where she might be more diplomatic and attempt to solve things with words, Azernal is already a few steps ahead of her formulating a plan for if/when things go south.

Chief Medical Officer: Lt. Cmdr Max Garnier

Human Male – Age 35

Career Events: Death of a Friend, Required to take command

Garnier hails from the French Riviera. He is known for his tenacity when it comes to how far he's willing to go to save a patient. This perhaps-reckless drive stems from losing a childhood friend during his Academy days. He's also had to take command on several Away Missions during his career when the Mission Leader ended up injured.

Operations Manager/Intel Officer: Lt. Tivna

Orion/Vulcan Hybrid Female – Age 30

Career Events: Breakthrough or Invention, Encounter with a Truly Alien Being

Tivna is a bit of an oddball to say the least. Her unique parentage and distinctive style makes picking her out of a room or tracing her handiwork rather easy. She is a prodigy when it comes to deflectors and forcefields. So much so that she was able to write a Daystrom Award-winning thesis during her Academy days about the applications of Multi-Adaptive Shielding.

Helm: Lt. JG Louis Ronin

Human Male – Age 26

Career Events: Mentored, Called out a superior
Ronin is your typical hotshot flyboy relatively fresh out of the Academy. He's only served on one other vessel before being assigned to the USS Hurricane. There he earned a reputation for speaking his mind and less-than-ideal, flashy flight maneuvers.

Chief Engineer: Senior Chief V'Lypa

Vulcan Female – Age 37

Career Events: Ship Destroyed, Solved an engineering crisis

V'Lypa is a career enlisted, having served on several vessels and starbases as an engineer. She was present during Wolf 359 and was directly responsible for saving her crew by keeping life support going until they were rescued. When you need an engineering

problem fixed and you want it done right, you go to V'Lypa

Chief of Security/Tactical: Lieutenant S'Rull

Caitian Female – Age 29

Career Events: Conflict with a hostile culture, Serious Injury

S'Rull may be relatively young but that doesn't stop her from being a top-notch Chief of Security. She's been in skirmishes with the Tholian Assembly and is no stranger to their tactics. Some might find her "mother hen" tendencies to be overbearing at times. In truth, she simply wants to protect her crew from harm.

Lower Decks

- **Security:** Lt. JG Elan Pal – Bajoran Male
- **Nurse:** Ensign Nelod Vax – Betazoid Male
- **Science:** Chief Zelea Dolar – Bolian Female
- **Helm:** Chief Sandra Nohr – Human Female
- **Engineering:** Ensign Bilun Dolis – Trill Male

GM Sidebar

If you need to look up a particular Talent or Species and don't have the book required on hand, you can use the [official character builder](#) to do so, provided you at least partially enter in the character's details! The only oddball is Lieutenant Tivna. You'll need the Command book for her as the builder does not cover her build.

CALM WINDS

Synopsis

The Player Characters arrive as a group at the Antares Fleet Yards near Algol. There they are given the honor of being a part of the *USS Hurricane*'s launch and subsequent shakedown cruise. This gives Player and GM alike the opportunity to flesh out characters and learn/refresh their knowledge when it comes to Starship combat.

Following the shakedown, a robotic distress call comes from the *USS Yorkshire*, an Antares-type ship still in service as an automated supply vessel. It is currently en route to Starbase 214 and has come under attack by Talarians. As far as anyone on the *Hurricane* knows, Talarian weaponry is vastly inferior to Federation standards. Even an old rust bucket like the *Yorkshire* shouldn't have problems fending them off. This strange turn of events necessitates a response by the Player Characters before the *Yorkshire* is lost.

The battlefield is not as it should be when the *Hurricane* drops out of warp. Two Talarian Warships are punching literal holes through the *Yorkshire*'s hull with Tetryon beams. As the Player Characters fend off the Talarians, they're able to get a scan of the attackers. This scan reveals that this new weaponry is courtesy of the Tholian Assembly. Talarians and Tholians are xenophobic in nature, making this development somewhat strange.

The Talarians are still no match for the *Hurricane* even with their new toys. In the aftermath, the Player Characters have the chance to interrogate the Talarians for information while an Away Team repairs the *Yorkshire*. What they find out isn't good.

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Respond to any distress call and provide assistance
- Do not start a war with the Talarians
- Discover how the Talarians obtained their new technology

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

Adapting this Mission to Other Eras/Ships

Central to the plot of this mission is maintaining the feeling that this is the first excursion for whatever starship the Players may have. The Talarians are also a key point. By 2367, the Talarians are no threat to Federation vessels outside of their guerilla tactics. Earlier eras may be on more even footing technology-wise. Also, depending on the spaceframe your game uses, you will have to adjust the number of Talarian Warships. A scale 3 science vessel can usually take on 1-2 warships on its own, while a scale 5 Galaxy-class can handle anywhere from 3-5.

GM Sidebar

The initial part of this mission is more or less a newbie walkthrough that will introduce the Player Characters and let them learn-by-doing starship combat before the actual battle with the Talarians occurs. If you wish to use this adventure with a more experienced group you'll want to modify or perhaps outright remove the first Act.

Act 1: New Beginnings

Scene 1: Who are you?

CAPTAIN'S LOG

Captain's Log, Stardate 49011.6

I am currently en route to the Antares Fleet Yards with my Senior Staff. There we will pick up our vessel, the USS Hurricane, as well as our official orders. I already know that we will be on patrol duty along the Tholian border so there should be no surprises.

Speak of surprises, the Klingons pulled out of the Khitomer Accords earlier today. Open conflict with them seems inevitable at this rate. Luckily we'll be stationed on the entire opposite side of the quadrant, so we don't have to worry about decloaking Birds of Prey. Or so I hope.

Starting with a Captain's Log (or any character's log really) is a great way to establish a timeline and common knowledge among the Players. It also gives the person reading the log a chance to insert their own thoughts and feelings about events both involving them and those occurring in the greater galaxy. Not every session needs to start with a log, but I personally recommend doing one for the start of each mission.

Once the log is done (or if you want to jump right in), open the scene with the Player Characters aboard a Danube-class Runabout. The Runabout is about three hours out from the

Antares Fleet Yards near Algol. This is a perfect time for everyone to introduce their characters to one another. Some Players will want to go into depth about their character, while others will simply stick with a name, rank, and position for now. Both are perfectly fine.

Some groups will naturally fall into roleplay for this initial scene. Others will require a bit of a push. A good push to use is having the Replicator fail when someone tries ordering food or drink. Repairing the Replicator is a simple Control + Engineering Task at Difficulty 1. This serves as a launching point into roleplay about Player Character skillsets and refreshment preferences. It also has the added benefit of possibly getting the Players some Momentum to start out with.

Move onto the next scene when it feels natural for your group. You'll want to keep in mind that there is a greater adventure to be had here and that a game session is only but so long.

Scene 2: The Hurricane

Read aloud the following:

When your runabout drops out of warp, you're able to see a vast shipyard with starships in varying states of construction. It only takes a quick ping to traffic control for you to be directed towards where your ship, the USS Hurricane, is waiting. You do a flyby of it before docking so as to inspect the exterior. Everything is as you hoped it might be. All you need to do now is launch her.

The Player Characters will be directed to the Hurricane's bridge upon docking with the support structure. There waiting for them is Admiral Lin. The Admiral is not one for ceremony and gets straight to the point. She hands the highest-ranking officer (presumably the Captain) the Hurricane's official orders, offers a quick congratulations, then disembarks.

The official orders assign the *Hurricane* to a stretch of the Federation-Tholian Border known as “The Crystal Borderlands.” It extends from the Galen system all the way to the Cait system, a distance of approximately 80 lightyears. It’s quite a bit for a single ship to cover. At best speed it takes the *Hurricane* about 16 days to get from one end to the other. This is obviously not ideal but, with tensions with the Klingons heating up, Starfleet can only allocate so many ships to this part of the Quadrant.

The orders also mandate a shakedown cruise in the local sector. How quickly the Players get going on that is entirely up to how deep into roleplay they wish to go. They might cover everything, such as crew introductions and the bottle christening, or they could simply launch the *Hurricane* without fanfare. Again, tailor the length of this scene to your particular group of Players.

Scene 3: Shakedown

The recommended Shakedown procedure is as follows:

- Navigate at impulse through a nearby Asteroid Belt
- Scan a satellite in the test area
- Use the transporters to beam a dummy package on and off the satellite
- Destroy at least one training drone
- Commence a short Warp 9.9 jump
- Recover Power
- Review the Results

Of course, the Player Characters may have a different plan in mind. Feel free to modify the plan to suit your group’s needs. This section continues on assuming you are following this list though.

Each task in the above list is broken down as follows:

Navigating the Asteroid Belt:

An Impulse action by the flight controller. As per the Core Rulebook (CRB) on page 222, that means a Control + Conn assisted by the ship’s Engines + Conn at Difficulty 0. This also costs 1 Power.

Scanning a Satellite:

A Sensor Sweep action by the Operations Manager. As per CRB pg 222, that means a Reason + Science assisted by the ship’s Sensors + Science at Difficulty 1. The increased Difficulty from the norm (0) is to represent the fact that this satellite is highly technical and meant to test how precise the *Hurricane*’s sensors are.

Transporting the Package:

A Transporters action by either the Chief Engineer or the Operations Manager. As per CRB pg 224, that means a Control + Engineering assisted by the ship’s Sensors + Engineering at Difficulty 3. The increased Difficulty is due to the target not being on a transporter pad). This also costs 1 Power.

Destroying Training Drone(s):

A Fire Weapon action by the Chief of Security. As per CRB pg 223, that means a Control + Security assisted by the ship’s Weapons + Security at Difficulty 2 so long as they are firing phasers. This costs 1 Power. If they fire torpedoes then the Difficulty becomes 3 but costs no Power. Keep in mind that each type of weapon on the *Hurricane* has an optimal range category. This is important as any weapon fired at a non-optimal range increases in Difficulty by +1.

Warp 9.9 Jump:

A Warp Action by the flight controller. As per CRB pg 219, this means spending whatever

Power remains at this point and performing a Control + Conn assisted by the ship's Engines + Conn at Difficulty 0.

Recover Power:

A Power Management Action by the Chief Engineer or Operations Manager. As per CRB pg 224, this means a Daring or Control + Engineering at Difficulty 2 that can Succeed at Cost. Normally you get 1 Power back on a success plus 1 for every Momentum spent. For test purposes, though, this restores the *Hurricane*'s Power to full.

Review the Results:

A Rally Action by the Commanding Officer or Executive Officer. As per CRB pg 222, this means a Presence + Command at Difficulty 0. Players are free to embellish about the reports that come in from across the ship as well as any observations they may have from the above tests.

Act 2: The Yorkshire

Scene 1: The Distress Call

As soon as the Shakedown cruise has concluded, a Distress Call comes in. There's a few ways you as the GM can introduce this to your Players. The first option is to give the text of it to your Operations Manager or whomever would be watching communications. The second option is reading it aloud yourself. Whichever method you choose, make sure the Players get the following information:

It takes a Control + Science or Security assisted by the ship's Computers + Science or Security at Difficulty 1 to lookup information on the *Yorkshire*. The *Yorkshire* is an old Antares type cargo hauler that has been modified to be a fully automated unit. It has no crew and is essentially a flying cargo hold.

The *Hurricane* can get to the *Yorkshire* within thirty minutes at Warp 9.5, or 10 minutes at

USS Yorkshire

SYSTEMS

Comm 6	Engines 9	Structure 8
Computers 7	Sensors 6	Weapons 4

DEPARTMENTS

Command 0	Security 1	Science 0
Conn 1	Engineering 2	Medicine 0

Power: 9 Shields: 9 Scale: 3 Resistance: 3

Attacks:

Phaser Banks (Medium, 5A, Versatile 2)

Talent: Improved Warp Drive

Crew: Basic (8 Attribute, 1 Discipline)

Maximum Warp. The former requires no Task/Power requirement. The latter, however, requires either...

- A Control + Conn assisted by the ship's Engines + Conn at Difficulty 2
- A Control or Daring + Engineering assisted by the ship's Structure + Engineering at Difficulty 2

Success means that the *Hurricane* arrives with 2 less Power than usual. Failure means that the *Hurricane* starts the next scene at 5 Power.

Players may wish to try and scan the area from their current location to get a feel for the situation. This would be a Reason + Science assisted by the ship's Sensors + Science at Difficulty 2 due to the range. Success reveals that there are two Talarain Warships currently assaulting the *Yorkshire*. Failure means the

Player Characters do not get this information until they arrive on-scene.

Scene 2: Talarian attack

The *Hurricane* drops out of Warp to find the aforementioned scene. The *Yorkshire* is currently at 25% shields and falling. This should immediately set off warning bells for the Player Characters. Talarian weaponry is supposed to be vastly inferior to Federation technology, even for an old Antares-class like the *Yorkshire*. However, they do not have time to waste trying to narrow down the “Why’s.” They must act immediately or the *Yorkshire* will be lost!

This bit of Starship Combat starts with the *Yorkshire* (stat’d below) at long range. Two Talarian Warships (also stat’d below) are at the edge of close range with the *Yorkshire* (and thus also at long range for the *Hurricane*). As the *Hurricane* gets closer and makes its presence known, one of the Warships splits off and tries to intercept the *Hurricane*. Meanwhile its fellow continues to attack the *Yorkshire*. This fight continues until either the *Yorkshire* has been destroyed, both Warships have been Disabled, or one Warship has been Destroyed.

Depending on how well the fight is going for the Players, you can opt to bring in up to two additional Warships (3 Threat per reinforcement). The goal for this fight is to get everyone accustomed to Starship Combat, not to TPK.

Another thing to keep in mind is that the Talarians can’t answer questions if they’re dead. In addition, destroying more than one ship (even in self-defense) might draw the ire of the Talarians. Disabling them is therefore preferred.

Finally, it’s best if you do not outright say what kind of weapon the Talarians are using during the fight. Simply describe it as being hard-hitting and power-draining.

Act Three: Aftermath

It's only after things have settled down that the

Talarian Warship

SYSTEMS

Comm 7	Engines 8	Structure 7
Computers 7	Sensors 8	Weapons 9

DEPARTMENTS

Command 1	Security 2	Science 1
Conn 2	Engineering 3	Medicine 1

Power: 8 Shields: 9 Scale: 3 Resistance: 3

Attacks:

Tetryon Beam Banks (Medium, 6A, Dampening)

Talent: Improved Warp Drive

Crew: Proficient (9 Attribute, 2 Discipline)

Player Characters can start to take stock of the situation. It takes a Reason + Security assisted by the ship’s Sensors + Security at Difficulty 1 to determine that the Talarians were using Tetryon-based weaponry. Tetryon weapons are used almost exclusively by the Tholian Assembly. The Talarian Republic is cosmically close to Tholian territory but both factions are rather xenophobic.

If a Talarian Warship was disabled in the skirmish, the Players are free to board and interrogate as they see fit (so long as no war crimes are committed). The Talarian Captain, Zedar, can be persuaded to talk with either a Presence + Command or Presence + Security at Difficulty 2. Failure means he is rather tight-lipped. This

persuasion/interrogation/intimidation can be attempted once more on one of the Talarian crewmen before they clam up as well.

Success, on the other hand, confirms that the Tholians are involved. Apparently the Tholians and the Talarians have signed a mutual non-aggression pact after seeing how the Klingon-Federation situation has deteriorated. This pact also included details such as trading weapon technology for raw materials. Aside from that, you are free to make up whatever information you like.

As for the *Yorkshire*, it will need some repairing before it can get going again. The Chief Engineer can choose whether to send a repair team or to do the repairs themselves. The former is a Presence + Engineering Task at Difficulty 3, while the latter is a Control or Daring + Engineering at Difficulty 3. Failure here means it simply takes more time and resources. Time in which another Warship could show up...

Conclusion

Unless Starship Combat went terribly wrong for the Players, they should still have a functioning ship. That means that the *Hurricane* is able to start its patrol in The Crystal Borderlands. Whether or not the Talarians are allowed to limp home and/or if the *Yorkshire* was saved is up to past events!

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

There's a lot of awkward silence at the table!

Every first session with new characters tends to be a tad awkward as everyone gets a feel for each other. This will go away naturally with time. Encourage your Players to roleplay and improv but don't force it upon them either.

Starship Combat seems really complicated!

My best advice is to use the reference sheets in the .ZIP file that accompanies this PDF and to read that section a few times to get a basic feel for it. Speed will come with time and practice. You also might consider running a few mock-combats on your own time to get a better handle on it.

My players are acting like murderhobos!

Gently remind the Players that they are members of Starfleet. Outright destruction of an enemy should be a last resort when disabling and diplomacy has failed, not the catch-all solution. Starfleet also takes a dim view of those officers that act outside Federation guidelines (i.e. no torturing). If this reminder doesn't work, then you might have a greater problem at your table. That could mean a problem player that needs to be kicked or perhaps that your group isn't cut out for Star Trek Adventures.

SHATTERED TIME

Synopsis

The Player Characters are patrolling along the Tholian Border when they pick up a general Starfleet Distress Call. It's coming from Kogbsite-2, a known Tholian colony just on the other side of the border. No known Starfleet ships are operating in that area, much less in Tholian space to begin with. The distress call does not contain any details about why it was sent out in the first place. Attempts to get the Tholian Assembly to respond, including the colony on Kogbsite-2, are met with silence. Despite the possibility that this may be a Tholian trap, the Player Characters must decide whether or not to get involved.

Upon reaching the Kogbsite system, it's revealed that spacetime has been fractured there. Navigating around the fragments of broke time eventually brings the Player Characters to Kogbsite-2. There they find two major "bubbles" on the planet. The first is in the future and contains a Starfleet signature, while the second is in the past and is centered on the Tholian colony.

The Starfleet signal is coming from a downed Magellan-class. More specifically, the USS Majestic, NCC 90102. The Stardate within its bubble is 77012.2, i.e. the 25th century. Once an Away Team makes the transition into this bubble they are able to get in contact with the Majestic's crew. The Majestic's Captain, Aukai, claims it was on a joint mission with the Tholian Assembly to investigate growing subspace interference around Kogbsite-2. However, when the Majestic landed, the ship's warp core began to interact with previously-unknown deposits of solanogen crystals found in the planet's crust. This cut the Majestic off from their own time and shattered spacetime across the system.

The Player Characters then race against the clock to fix this current situation before the

Tholians send their own ships to investigate. The Tholians are none too happy about this situation, meaning this could very quickly turn into open conflict as the Player Characters try and send the Majestic back to their own time.

Directives

In addition to the Prime Directive and the Temporal Prime Directive, the Directives for this mission are:

- Respond to any distress call and provide assistance
- Do not start a war with the Tholians

Adapting this Mission to Other Eras/Ships

Starfleet in earlier eras will only have limited experience with the Tholians. Ships besides the *Hurricane* might have a difficult time dealing with the Tholians should combat breakout. The tradeoff is that a Science-oriented vessel will have a much easier time fixing the situation on Kogbsite-2.

Connecting to other Adventures

If you are running the adventures in this book in sequential order, then *Calm Winds* has revealed the fact the Tholians are supplying weapons to the Talarians. This could be a point of contention should the Player Characters manage to get the Tholians talking rather than shooting. It also means the Player Characters are somewhat more prepared for the dampening effect of Tholian weaponry.

Act 1: The Distress Signal

Scene 1: Downtime

CAPTAIN'S LOG

Captain's Log, Stardate 49223.7

The last few weeks have been relatively quiet. The one downside to patrol duty is that it's reactive in nature. There's not much to do while traveling up and down The Crystal Borderlands, especially given the lack of any true recreational facilities on the ship. The crew is making due, though. They've started a weekly talent night in the mess hall to keep morale high. So far I've only personally seen Ensign Dolis perform with her saxophone. I should probably figure out what sort of talent I can bring to the table.

It's recommended that you give the Players some downtime to roleplay with one another after the Captain's Log has been read. Doing so allows them to explore any side plots or backstories that may have come up by this point. It also enforces the mindset that they have to find ways to keep themselves entertained while on patrol duty. That said, you shouldn't let this type of scene go on for too long. Otherwise there will not be time for the rest of the adventure!

Scene 2: A call to action

When appropriate, signal that the individual at Ops has detected a general Starfleet distress call. It takes a Reason + Science assisted by the

ship's Comm + Science at Difficulty 1 to narrow down the source. The signal is coming from Kogbsite-2, a Class-Y demon planet approximately 1 lightyear (or 7 hours at warp 9.5) into Tholian space. A further Control + Science assisted by the ship's Computers + Science at Difficulty 1 confirms two things. The first is that there is a known Tholian Colony on the planet. And the second is that, officially, there are no Starfleet ships operating in that area, much less in Tholian space. There's little else the Player Characters can detect at this range.

Naturally, the Players might try a diplomatic solution to this problem. There is no task involved with trying to hail someone in the Tholian Assembly. Regardless of method, however, they do not receive a reply. In fact, depending on what the Player Characters say in their hail (or on an open channel), this action might cause the Tholians to act more quickly in dispatching ships to the Kogbsite system.

Paranoid Player (Characters) might see this as some sort of trap. While it is not intended to be one from the GM-side of things, it doesn't hurt to play up that paranoia to some degree in roleplay. The key is in going just far enough to make the Players wary, but not so far as to make them not want to go investigate.

Scene Three: Kogbsite

The Player's ship arrives at the Kogbsite system without any interference from the Tholians. Or really any sign that the Tholians know they're there. Once out of warp, call for a standard sensor scan. This is a Reason + Science assisted by the ship's Sensors + Science at Difficulty 1. Base success reports that spacetime has been fractured within the system. The distortions are like bubbles of time that move at a different rate than the universal standard. This means that some bubbles are quite literally in the past, while others are in the future. These pockets of

distorted spacetime grow larger the closer one gets to Kogbsite-2.

It's worth mentioning in some capacity that Tholians traditionally despise anything that changes or otherwise modifies time. Combined with the shattered nature of the system, this may be why they haven't responded despite the fact it's one of their own colonies that's involved.

Actually getting within range of Kogbsite-2 requires an Extended Task. It has a Work Track of 12, a Magnitude of 3, and a Base Difficulty of 3. There are several tasks that apply here: Control + Conn assisted by the ship's Computers + Conn, or perhaps Reason + Science assisted by the ship's Sensors + Science. The former relies on the skill of the person at the helm to navigate around the anomalies, while the latter relies on the skill of the person at Ops. It's recommended that the Players do at least one of each type so that everyone stays involved.

Failure on this task simply means that the Player Characters haven't yet found a safe way to proceed. It does eat up an interval of time, though, which is important later on. Specifically, if it takes them more than five intervals to reach the planet, then some Tholian ships will turn up. This is addressed later on.

Complications on this task can be quite nasty depending how vindictive of a GM you feel like being. Narratively, they are described as being the result of some part of the ship phasing through a different time stream. Mechanically, it's recommended that you roll a 1d20 against the following chart:

D20 RESULT	DAMAGE EFFECT
1 – 5	-2 Power for the rest of the mission
5 – 10	Single Breach to Structure
11 – 14	Temporary Main Computer Failure
15 – 18	Roll 1A for each Player Character. On an effect they suffer an injury
19	Breach to two random systems

Obviously rolling a 20 here is bad. In order to stop the warp core from exploding, the Player Characters are forced to eject it. This essentially stops their ship dead in the water unless they have multiple warp cores or secondary reactors. Recovering the warp core and getting it functioning again is handled narratively rather than mechanically. By the time the core is back on the ship, but not activated, Tholian ships will arrive. This makes the starship combat detailed later much more harrowing for the Players!

Provide some way for the Players to reach Kogbsite-2 regardless of their rolls. Once there, call for another Reason + Science assisted by the ship's Sensors + Science at Difficulty 2. This scan reveals that there are two major "bubbles" on the planet. Both are centered on an unknown power source, but that's the extent of what the base task reveals. Spending Momentum to ask questions reveals information such as:

- One bubble is the source of the Starfleet signature, while the other seems to be the Tholian colony
- One bubble (the Starfleet one) is in the future and the other is in the past
- There is a large amount of Solanogen crystals near the Starfleet bubble. Solanogen, like tetryons, usually occurs in subspace.
- Transporters are unable to pierce the bubbles even with pattern enhancers

In all, this means the Players must either land their ship within a bubble or send down a shuttle.

Act 2: Temporal Investigations

There are two distinct locales and scenes to be found on Kogbsite-2. The order in which the Players explore them is entirely up to them.

Each locale is split up into its own section below. Transitioning into either bubble requires a Daring + Conn assisted by the ship's (or shuttle's) Structure + Science at Difficulty 3. This succeeds at cost, with the complication being that all characters present suffer a minor injury. This minor injury increases the complication range of all tasks to 18 – 20 until they receive proper medical treatment.

It's important to remember that Kogbsite-2 is a Class Y planet. This means any excursion to the surface necessitate an EVA Suit. It's also important that transporters work while transporting between two points within the same bubble.

USS Majestic

SYSTEMS

Comm 10	Engines 10	Structure 8
Computers 9	Sensors 10	Weapons 9

DEPARTMENTS

Command 2	Security 2	Science 3
Conn 4	Engineering 2	Medicine 2

Power: 10 Shields: 10 Scale: 3 Resistance:
3

Attacks:

Phaser Arrays (Medium, 5A, Versatile 2, Area/Spread)

Quantum Torpedoes (Long, 6A, High Yield, Calibration, Vicious 1)

Talents: Improved Impulse Drive, Advanced Sensor Suites

Scene 1: The Majestic

Once inside the Starfleet bubble, the Player Characters are able to gather the following information without the need for a task:

- The “current” Stardate is 77012.1, i.e. the 25th century
- The Starfleet signal is coming from a ship of unknown configuration that has landed on the surface
- The ship bears the registry of NCC 90102, *USS Majestic*
- The *Majestic* seems to be the source of the disruption to spacetime

The Player Characters are able to hail and get through to the *Majestic* just as the reverse holds true. Once communication has been established, the Player Characters are greeted by Captain Aukai, a Human male. He is glad that someone finally answered their distress call, and is able to provide the following information:

- The *Majestic* was on a joint mission with the Tholian Assembly to investigate a build-up of subspace interference around Kogbsite-2
- Upon landing, the *Majestic*'s warp core began to interact with previously unknown deposits of solanogen crystals in the planet's crust
- Before the *Majestic*'s crew could react, they were cut off from their own time and trapped on the surface
- Attempts to lift off have only worsened the time dilation effect. Each effort thus far has ended with the *Majestic* being held tight to the surface

It's only natural that the Temporal Prime Directive comes up very quickly in conversation. While Aukai is more concerned with fixing the situation than with what some pencil-pushing bureaucrats think, the Player Characters might not feel the same way. However, without their

aid, the *Majestic* and her crew will be stuck on the planet until the Tholians arrive and likely destroy them.

Should you need further NPCs on the *Majestic*, here is a list pull from:

- Chief Engineer – Nahne, Orion Female
- Science Officer – C’Noa, Caitian Female
- First Officer – Delacroix, Human Male

Scene 2: Tholian Colony

The Tholian Colony is nestled between two large, active volcanoes in a valley hazardous to most forms of life. Read the following as the Players see it for the first time:

Nestled within a valley is what would be best described as a crystalline growth. The sprawling crystals are ruby red in color, and much like with the Tholians themselves you can see murky fluid circulating beneath the surface. Scans are unable to penetrate the crystal, but visual inspection does yield that several Tholians are walking around in what fares for “streets.”

A Reason + Science assisted by the ship’s (or shuttle’s) Sensors + Science at Difficulty 2 reveals the following information:

- The colony is actually split up into different times. There are three in particular: one two weeks prior to the current Stardate, one approximately five hours after the *Majestic* transmitted its distress call, and one two weeks after the current Stardate
- The Tholians appear to be unaware of the Players, or at least are showing no sign that they are.
- Instead, the Tholians seem to be working on fixing their time-splitting problem without knowledge that the *Majestic* is the cause.

It’s best that the Players leave well enough alone and not contact the Tholians. However, if

they do, a Tholian Scientist name Rapkene answers them. Rapkene demands to know how and why Starfleet is here and immediately dispatches security teams to contain them. A Presence + Command at Difficulty 3 is able to calm Rapkene and get them to listen to the Player Characters. If the fact that the *Majestic* is the cause of all this comes out, then Rapkene gets their forces heading in that direction while simultaneously swearing that this will be considered an act of war by Starfleet. They also transmit this information to the rest of the Tholian Assembly unless the Players succeed on a Signals Jamming Task (CRB pg 224).

Act 3: A Rock and a Hard Place

There are three possible solutions that will fix the time fractures. The first is bringing the Players’ ship down into Kogbsite-2’s atmosphere (if it wasn’t already) and tractoring the *Majestic* back up into space. This involves an Extended Task with a Work Track of 12, a Magnitude of 3, a Base Difficulty of 4, and a Resistance of 1. Like before in this adventure, there’s two main tasks that can be rolled. One is Daring + Conn assisted by the ship’s Engines + Conn that focuses on fancy flying and using the ship’s power to tow the *Majestic* out. Another is Control + Security or Engineering assisted by the ship’s Structure + Security or Engineering that focuses on modulating the tractor beam through the spacetime anomaly. It’s recommended that at least one of each type is rolled for the greater Extended Task. This method would bring the *Majestic* into the current time (i.e. 2372).

The second method is to bombard the solanogen crystals with heavy levels of chronitons via the ship’s main deflector. This disrupts the interaction between the crystals and the *Majestic*’s warp core, allowing it to depart under its own power and remaining in its own time. This is not without risk, however. If the crystals begin to resonate then the whole

planet could experience massive earthquakes and other seismic activity. In particular that would mean the Tholian colony being wiped out by the two volcanoes nearby. This is another Extended Task with a Work Track of 10, a Magnitude of 2, a Base Difficulty of 5, and a Resistance of 2. The recommended Task to roll for this is a Daring + Science or Engineering assisted by the ship's Structure + Engineering.

Both of the above methods fix the time anomalies via a snapback effect that “pops” all the bubbles. The third method (though certainly not the final one if the Players figure out some of their own) is destroying the *Majestic*. This entails evacuating all 95 officers to the Players’ ship then engaging the *Majestic*’s self-destruct. The destruction leaves a crater on Kogbsite-2 but the resulting shockwave disrupts the time fracturing and fixes everything.

Unhappy Tholians

If the Players have taken a long time to get to this point, either due to rolls or simply indecision, a Tholian Orb Weaver shows up and makes a beeline for their ship. The Tholians aim to destroy rather than disable and do not respond to hails. If the Tholians have been told about the *Majestic*, then they aim for it first, whether it’s on the surface still or in orbit in the current time.

Savvy Players might wonder if there’s anything stopping them simply Warping away to avoid the fight. It’s entirely possible to do so, though the Tholians will pursue them all the way up to the border. Otherwise let starship combat play out. Remember that you can spend 3 Threat to bring in another Tholian ship if you think it’s warranted. Like with *Calm Winds*, the idea is to challenge the Players, not to TPK.

If the Players had to eject the Warp Core earlier in this adventure, then they start this combat with half Shields and 1/4th Power rounding down.

Conclusion

With the *Majestic* situation handled, one way or another, the Players’ ship is able to make it back to Federation space and resume its patrol. The Players’ actions might have caused some heartache for the Diplomatic Core, but unless they destroyed the Kogbsite Colony and several Tholian ships, war with the Tholians is not imminent. The Tholians will definitely know about the Players now though, even if they were rather stealthy.

As for the *Majestic* and its crew, that depends on how things played out. If the crew had to be evacuated and the ship scuttled, then the Players need to make a detour to the nearest Starbase to drop off their passengers. Otherwise, if the *Majestic* is now in the current time and running on its own power, then it can make its way to a Starbase without escort.

Debugging

My Players want to take some future technology from the *Majestic*!

Remind them of the Temporal Prime Directive and that using future technology is heavily frowned upon. However, there's nothing stopping them from taking scans of the Majestic and trying to apply what they learn to their own ship. Such actions would require the cooperation of the entire crew to keep secret, though. If a single word of it got out then the Department of Temporal Investigations would be on the Players' tail in a heartbeat. This could be a good source of roleplaying, yet under no circumstances should the Players' ship suddenly be given game-breaking technology without consequences.

My Players did end up destroying the Tholian Colony and several ships!

In such a case, make it clear that their actions have severely strained the already tenuous peace that exists between the Tholians and the

Federation. Tholian patrols along the border will increase, as well as tests of the border's security. Some outlying colonies might even come under attack and/or annexation. All of these are good sources for future missions and roleplay.

STORMWALL

Synopsis

A distress call from Cait redirects the *Hurricane* and her crew from its usual patrol route. A Tholian fleet is heading for the Cait system and is not answering any hails. Upon arrival, the Players find out that the Tholians are claiming the Cait System as their own. They are willing to send an Ailor Ambassador, Feres, to discuss terms with the Player Characters. As Tholians consider the Player Characters as “the best representatives of the Federation currently present,” they have little choice but to sit down with Feres and try to weave their way through diplomacy.

Meanwhile, the Tholians use this distraction and a double agent aboard the *Hurricane* to sneak a Thermionic torpedo into a spot on Deck 5. The goal being to cripple or outright destroy the *Hurricane* when negotiations don’t pan out. Unless the Player Characters notice this in time they could end up in serious trouble as combat breaks out!

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Do not allow Cait to fall
- Impress upon the Tholian Assembly that the Federation will not tolerate such incursions

Adapting this Mission to Other Eras/Ships

The farther back in time you go, the less the Federation knows about the Tholians. This could make diplomacy difficult. And if that wasn’t bad enough, not knowing about Tholian weaponry will make defusing the bomb all the more challenging! Speaking of the bomb, it should be placed somewhere on the ship that sees next to zero foot traffic and little security oversight.

GM Sidebar

Cait is the homeworld of the Caitians, and thus might be “too big” of a target for the Tholians in your eyes. The idea behind picking it was to necessitate as much of a Starfleet response as possible and to keep stakes high compared to, say, some random border world no one’s heard of. You are, of course, free to change the attacked system to one that better suits your own narrative.

The other thing of note is that this adventure calls for the use of Fleet Combat in lieu of normal Starship Combat. You’ll want to review both the rules contained within the Command Sourcebook and those homebrew ones included in the .ZIP that accompanies this PDF.

Connecting to other Adventures

If you are running the adventures in this book in sequential order, then *Calm Winds* has revealed the fact the Tholians are supplying weapons to the Talarians. The Player Characters also are responsible for an incursion into Tholian space during *Shattered Time* that gained them notoriety of some level. In fact, it is the *Majestic* incident that has led the Tholians to counter-push towards Cait and to try and cripple/destroy the *Hurricane* in the process.

Act 1: False Front

Scene 1: Lower Decks

CAPTAIN'S PERSONAL LOG

I'm starting to wonder if the Hurricane would be better suited to dealing with Klingons than on patrol like this. From all the stories I've heard on subspace, the Klingons are giving us one hell of a bloody nose. Meanwhile we're out here waving the flag to keep the Tholians at bay. Surely another ship, one less suited for combat, could do that just as well?

Start the session with down time roleplay (a.k.a. "Fluff") to resolve any lingering plots and projects that might have carried over from previous sessions. Then, when the timing seems right, move onto the meat of this adventure.

Scene 2: Cat Call

A subspace transmission from Cait comes in, necessitating the Captain or First Officer to reply. On screen is a Caitian Ambassador by the name of K'Rull. He looks worried and more than a tad anxious. He quickly gets to the point: they've detected a large Tholian fleet head towards Cait that is not responding to any hails. K'Rull is therefore asking every Federation ship in range to make best possible speed for Cait. The Caitians are fielding what they can but the numbers are not in their favor.

This should be a kick in the rear to get the Players headed towards Cait at best possible speed. Give them a small amount of time to

handle any last-minute items before having them arrive a thematically-appropriate amount of time later. Then tell them there's good news and bad news.

The bad news is that the Tholians beat the *Hurricane* to Cait. Only three Miranda-Class and one Nebula-Class have managed to arrive to defend Cait. The good news is that the Tholians have merely formed a battle line on the edge of the system and waited. From here, either the Players hailing the Tholians or vice versa sets up a call.

Appearing on-screen is a blue-colored Tholian. They identify themselves as Grarene and declare that this space is being claimed by the Tholian Assembly. If the Federation wishes to dispute this claim, the Player Characters must meet with the Tholian's chosen ambassador. Grarene does not give any details as to the nature of this ambassador. They only angle Grarene maintains is that the Player Characters are the only "worthy Federation representatives present."

If the players do not agree to these terms and decide to contest this claim by force, skip to Act 3. Else, a Tholian shuttle departs from the lead ship and makes its way towards the *Hurricane*.

Act 2: Smokescreen

Scene 1: Feres

The Tholian shuttle docks with the *Hurricane* and out steps an Ailor. Ailors are a humanoid species that is visually distinctive by the lines of natural, raised bits of carapace that run throughout their entire body. To date, Starfleet has never known the Ailor existed. And with good reason: The Tholians subjugated them long ago and have used them as "mouthpieces" to other species only a handful of times. The Ailor are also telepathic, which may come into play later on.

This particular Ailor introduces himself as Ambassador Feres. He has the authority to speak on behalf of the Tholian Assembly when it comes to the fate of Cait. Like the Player Characters, Feres would like to resolve this matter without any bloodshed. However, the Tholians (and thus Feres) maintain their claim to Cait regardless of any argument presented to them. This is based on old territorial borders that have been recently updated to account of stellar drift. Feres' true purpose is to draw attention to a specific part of the ship (possibly the Mess Hall as it's really the only meeting place on the *Hurricane*) to open a window for the double agent aboard.

Scene 2: The Double Agent

While the more diplomatic-minded officers are dealing with Feres, a double agent on the *Hurricane* uses the opportunity to help beam a Thermionic Torpedo onto Deck 5 undetected. There are several parts to this in which the foul play can be caught:

- When the transport occurs
- When a crewman possibly stumbles onto them
- When the torpedo activates

GM Sidebar

The double agent should ideally be some crew member that the players know and have interacted with, but not perhaps not their favorite one. This personal connection makes the betrayal cut all the more deep. Whereas some NPC that's never been mentioned before doing it means next to nothing.

A particularly thorough and attentive Chief of Security might notice something is amiss the moment when the beam-in starts and when the beam-in finishes. An Insight + Security at Difficulty 3 reveals to them that someone has deliberately disabled internal sensors on Deck 5. Do not tell the Players about the nature of this Task other than to confirm if one of their

Focuses or Talents applies. That way if they fail they will wonder what the roll was all about rather than become convinced that Deck 5 is a problem.

Fixing the internal sensors is a simple Control + Security Task at Difficulty 1. At that point the Chief of Security can easily see the beam-in occurring and stop it from happening. Otherwise, roll a Challenge Die after switching back to the conversation with Feres for a while. On an Effect, a crewman doing normal maintenance stumbles across the Thermionic Torpedo and notifies Security. Should no Effect be rolled, then the last chance the Player Characters have to notice the bomb is when it activated as Feres leaves back to his shuttle.

Getting rid of the bomb is somewhat tricky. Transporting it out might set it off. And given the cramped nature of Deck 5 there's little wiggle room to drag it out an airlock. Someone will have to manually disarm it before it detonates. This is a Timed Extended Task with a Work Track of 12, a Magnitude of 3, and a Base Difficulty of 4. Each interval of time per attempt is about 5 minutes in length. This can be reduced to 2.5 minutes per attempt as per normal rules regarding Momentum/Threat spends. The bomb will go off after 15 minutes, or 10 minutes if the Player Characters don't find it until Feres leaves and it activates.

If the bomb goes off then the *Hurricane* immediately suffers two Breaches to Weapons, thus putting them in the Damaged state (CRB pg 230) and reducing their Fleet Combat Attack value by 1. Any characters on Deck 5 are lethally injured rather than outright killed. This gives the Chief Medical Officer a chance to save the characters during the combat that's about to happen. For when the torpedo blows, or when Feres signals that he's been found out telepathically, the Tholian Fleet starts moving in.

Act 3: The Eye Wall

At this point conflict is inevitable. The two opposing fleets spring into action and begin brawling. There's two ways you can handle how the *Hurricane* is involved:

1. Pitting the *Hurricane* against a Meshweaver and a Recluse using normal Starship Combat rules
2. Doing [full-on Fleet Combat](#) with the *Hurricane*, one Nebula-class, and three Miranda-class versus one Recluse, two Orb Weavers, and four Meshweavers

The latter option might seem daunting at first but it's actually rather quick once you get a handle on things. It's recommended that you give control of the other Starfleet vessels to the Players and let them divvy the responsibility up for rolling for them. For ease of reference, the stats for each vessel (including the homebrew rules for Fleet combat) are as follows:

USS Hurricane

Attack: 3	Defense: 4	Regroup: 2
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Vicious 1 on Attack/Defend, Can move 1 extra zone as part of movement

Miranda 1: USS Berkley

Attack: 4	Defense: 5	Regroup: 4
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Able to take the *Direct Action*

Miranda 2: USS Covington

Attack: 5	Defense: 4	Regroup: 4
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Can move 1 extra zone as part of movement

Miranda 3: USS Helmsdale

Attack: 4	Defense: 4	Regroup: 3
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Can move 1 extra zone as part of movement

Nebula: USS Bostwick

Attack: 7	Defense: 5	Regroup: 5
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Can use *Saucer Separation*, Reduces Regroup of adjacent groups by 1

Tholian Meshweaver

Attack: 3	Defense: 3	Regroup: 3
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Can move 1 extra zone as part of movement

Tholian Orb Weaver

Attack: 5	Defense: 5	Regroup: 4
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Tholian Recluse

Attack: 7	Defense: 6	Regroup: 6
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Vicious 1 on Attack/Defend

If need be, the Starfleet ships have a crew quality of Talented (Attribute 10, Discipline 3) and a generalized ship score (System 9, Department 2). The Tholian ships have crew qualities and ship scores as noted in their entries later on in this PDF.

GM Sidebar

Fleet combat can be very “swingy” sometimes. The Tholians aim to cripple rather than outright destroy the Starfleet ships (including the *Hurricane*). This means that even if the Tholians win this engagement, the Players will live to fight another day. To help that not happen, you might want to recommend such strategies as using the *Hurricane* to Feint twice against a target before another Starfleet ship comes in to finish it off.

Conclusion

How this adventure ends is dependent on the result of combat:

The Hurricane succeeds

If you opted for normal Starship Combat with the *Hurricane*, and the Players succeed intact, then roll 1 Challenge Die for each Starfleet ship. On a result of a 2, that ship has been either crippled, abandoned, or outright destroyed. The good news, though, is that the Tholian Fleet has been routed.

Starfleet Succeeds

If you opted for Fleet Combat and Starfleet wins the day, then any remaining Tholian vessels begin limping home with their metaphorical tails between their legs. The Defense of Cait has made the Tholian re-think the value of this one system. Ambassador K'Rull lauds the Player Characters for their heroism and valor. Not all is

well on the *Hurricane*, however. Someone aboard tried to cripple/destroy the ship on behalf of the Tholians. The Double Agent must be found out at all costs.

Starfleet Fails

If either the *Hurricane* falls in Starship Combat or all Starfleet vessels are routed in Fleet Combat, then the Tholians begin transporting troops down to Cait, destroying/capturing orbital infrastructure, and otherwise making the system their own. This is not the end for the Player Characters, though. They could end up as part of the defense during the ground siege of Cait, or maybe even escaping the system to one day return with a larger fleet to save the Caitian homeworld. The idea being that even failure can be interesting rather than a “you lost, game over” type scenario.

Debugging

I’m struggling to keep a dialogue going with Feres!

The idea with Feres is he’s literally just buying time. He leads the Player Characters on tangents and non-sequiturs while deflecting why it is the Tholians want the Cait system. You’re encouraged to make things up on the fly so long as it keeps the Player Characters busy.

Some Player Characters died even with medical help and now my Players are mad at me!

Character death is an important part of the Tabletop RPG experience. It enforces the fact that there’s risk and that sometimes not everything works out in the Players’ favor. Without this, there would be little point in conflicts or dice rolling in general. Tension would be non-existent and the Players would always win. As Bob Ross said (paraphrased): “You have to have the bad times to know when the good times are.”

That said, the loss of a character can be a polarizing event for some Players. Some might

use it as a way to motivate their crew and change how the surviving characters roleplay moving forward. Others, though, might take it personally. You’ll want to establish first and foremost that this is a game, that you were (hopefully) not vindictive, and that you did not set them up for failure. If need be pause the session to have an open and honest discussion with your Players. At no point during this conversation should anyone (even you) start insulting or otherwise abusing someone else. If that happens, you should probably stop the game there, give everyone some time to go home and think, and then revisit the issue later on with cooler heads.

The one thing you want to avoid is a problem Player bringing everything to a screeching halt from now on whenever something doesn’t go their way. Constant passive-aggressive comments are also a red flag. How you deal with such matters is entirely up to you as the GM. Personally, though, I’ll be blunt and say that some Players are better off not being at your table.

Fleet combat didn’t end well for Starfleet and now my Players are mad at me!

See the above tip. Reinforce the idea that failure is not the end. There’s all sorts of scenarios that can result from Cait falling, examples of which were presented in the Conclusion section above.

My Players don’t seem to like Fleet Combat at all!

If you get the feeling mid-Fleet Combat that the Players are bored or have otherwise checked-out, switch to normal Starship Combat with whatever Tholian ships are nearby the Hurricane. If the Players are still apathetic, then you might have a different problem on your hands. It was mentioned at the beginning of this PDF that each mission would have a combat-centric section!

CAUGHT IN THE WEB

Synopsis

The *Hurricane* has returned to its normal patrol route after the Defense of Cait. While the Tholians have been understandably quiet, tensions between them and the Federation are still high. That's when a seemingly-sourceless, audio-only hail comes in. The transmitter wishes to talk with the Captain in person but does not go into further details while there's a chance the Tholians might be eavesdropping. It takes a small leap of faith on the part of the Players, but agreeing to this face-to-face meeting causes Lady Seirus of the Chenelle Consortium to appear on the *Hurricane*.

Lady Seirus gets straight to the point: Her people are a species fleeing the destruction of their homeworld at the hands of the Tholians. Her ship, the *Morcant*, is the last of the twenty that managed to escape said destruction. They are seeking asylum within the Federation but have a major problem. Their cloaking device is failing and thus preventing them from making it safely across the border. Without aid, they will be found out and the Chenelle will be completely eradicated.

A race against time ensues as the Players try to gather resources needed to repair the Chenelle cloaking device and reach the *Morcant* before the Tholians descend. And in the wings lurks a deadly shadow...

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Assess if the Chenelle should be granted Asylum
- Do not cause undo conflict with the Tholians

Adapting this mission to other eras/ships

The Chenelle have highly-advanced transporter and cloaking technology even in the TNG era. The farther back you go in time, the more wondrous this tech will seem to the Players. Non-combat-oriented ships might have a problem with the semi-optional combat encounter in this mission, while Science and Engineering ones will have a much better time of trying to find resources for the Chenelle. The bigger the ship, the more chance the Tholians will detect them crossing the border.

GM Sidebar

The single combat encounter in this mission is unlike any other in this compendium. This is because it involves a literal dreadnaught and is not intended to be seen to completion. Make sure to give latter sidebars a read and assess whether your group is ready for such a thing.

Connecting to other Adventures

If you are running the adventures in this book in sequential order, then the *Hurricane* has been quite a pain in the ass for the Tholians. They would love nothing more than an excuse to destroy the *Hurricane* and are willing to deploy a dreadnaught to do so.

Act 1: The Void Calls

Scene 1: Catching up

CAPTAIN'S LOG

Captain's Log, Stardate 50018.3

The Tholians have been quiet after their defeat at Cait. In the months since they've not tested a single part of the border, nor have they responded on any diplomatic channels. Personally, I worry about this silence. A more optimistic person might think that they've learned their lesson. I, on the other hand, fully believe that this is the calm before the storm.

It's important to establish during this opening part of Fluff whether or not the Double Agent on the *Hurricane* has been found out. If you're running this adventure right after *Stormwall* then it's entirely possible that the Double Agent is still aboard. Otherwise, if you spent a session or two in the interim on such matters, the Double Agent might have been found out and dealt with. If they are still present then they are feeding the Tholians reports about nearly everything going on on the *Hurricane*. This could lead to further tension in this mission as the Player Characters have to worry about whether they can trust the crew!

Scene 2: Hello there!

A hail comes in for the Captain at a thematically appropriate time. Two things about it make it instantly stand out. The first is that it is sourceless. Or, at least, the *Hurricane* isn't able

to pinpoint where it's coming from. The second is that it's audio-only.

The voice on the other end is feminine and identifies themselves as Lady Seirus of the Chenelle Consortium. They would like to meet face-to-face with the Captain but say very little else out of paranoia that the Tholians could be listening in. Naturally, this requires a small leap of faith on the part of the Captain that Seirus has no ill intent. If the Captain agrees to meet, then Seirus materializes wherever the two agree upon on the *Hurricane*. If not, the Seirus beams in right next to the Captain due to how urgent the situation is. They appear wearing hooded robes that obscure much of their features. What can be seen under the hood is a very human-looking face.

Seirus gets straight to the point once introductions (or possible security responses) are out of the way. Their people, the Chenelle, are on the brink of extinction. The Tholian Assembly attacked their homeworld and essentially glassed the planet. Only twenty Chenelle ships escaped this destruction, yet only Seirus' ship, the *Morcant*, remains. The Chenelle would like to seek asylum within the Federation. But before that, there's a problem. The *Morcant*'s cloaking device is failing and they are in desperate need of Tryoxene and a new Projection Matrix. For the moment, the ship is hiding out in a nearby nebula on the Tholian-side of the border. Without both items, though, the *Morcant* will likely be discovered before it can cross the border safely and obliterated.

If an empath or telepath tries to get a read on Seirus, they find out something very interesting. Seirus is a much "larger" being that is actively producing a telepathic field. If asked about this, they respond that the Chenelle naturally produce a psychic field that causes any non-Chenelle to view them as what they imagine to be "safe."

The mention of asylum and the tale about the Chenelle's past should be enough to convince the Player Characters to aid them. More paranoid groups, however, might need an extra incentive. In that case, Seirus reluctantly admits that they have something the Federation needs: Plans for a Tholian Dreadnaught currently under construction. They are willing to trade this as well as share their advanced cloaking and transporting technology. Aside from that they have little else in the way of bargaining chips.

Act Two: Resource Rush

This next Act is on somewhat of a timer. The longer the Players take to complete their objectives, the greater the chance the *Morcant* will be discovered. The recommended timeframe for this is approximately one week.

Scene 1: Tryoxene

The *Hurricane*'s Cargo Bay does contain some Tryoxene, although it's not enough to meet the amount that Seirus is asking for. This necessitates the Player Characters running a long range scan to find any nearby deposits. This is accomplished by a Reason + Science assisted by the ship's Sensors + Science at Difficulty 2. Success means that a comet approximately 1.5 lightyears away contains the valuable substance. It's on a tangent from the *Morcant*'s position though, meaning that it'll take about 3.5 days in all to reach it, mine the Tryoxene, then cross the border to reach the *Morcant*. Failure on this task yields the same information but takes the better part of a day.

The actual act of mining the Tryoxene is an Extended Task with a Work Track of 8, a Magnitude of 3, and a Base Difficulty of 1. The default Task is Control or Daring + Engineering or Science. This is meant to get the Players some Momentum for the scenes ahead of them rather than be a roadblock.

Scene 2: The *Morcant*

While Seirus can beam to and from the *Morcant*, they cannot take the Tryoxene or anyone else with them. That means the *Hurricane* must once again stray into Tholian space. Roll a Challenge Die as they travel. On an effect, the Tholian Dreadnaught, the *Adelacite*, is lurking nearby the nebula where the *Morcant* is hiding. That means the *Hurricane* will need to sneak past and effect repairs as soon as possible. This stealth-flying involves a Control + Conn assisted by the ship's Engines + Conn or Engineering at Difficulty 3. Up to one other character can assist with Daring + Engineering. Failure means that the *Adelacite* detects the *Hurricane*. This leads immediately to Starship Combat as covered in Act 3.

Otherwise, the *Hurricane* joins the *Morcant* in the nebula after some directions from Seirus. The *Morcant* itself is resplendent. It's about a kilometer long, half as much wide, and a quarter deep. The descriptor of being a "stealth yacht" would be apt here. In any case, Away Teams can beam over to the *Morcant* and begin aiding the Chenelle in the repairs.

The interior of the ship is just as immaculate as the exterior. All of the Chenelle wear the same kind of hooded robes as Seirus and are glad to see the Away Team.

The actual repair work on the *Morcant* is pretty straight-forward. It involves an Extended Task with a Work Track of 14, a Magnitude of 4, a Resistance of 1, and a Default Difficulty of 3. The default Task is Daring or Control + Engineering. What's crucial here is to note how many intervals of time it takes to complete this task. By default it takes 2 intervals per attempt, which roughly translates to 4-6 hours of work. Remember that this can be cut in half by spending Momentum.

GM Sidebar

If you want to ramp up the tension even further (assuming the *Adelacite* isn't on the field), then describe several Tholian patrols traveling through the sector as the Away Team works.

Act 3: The Escape

How this acts proceeds depends on how long the Players took to repair the *Morcant* and if the *Adelacite* is present.

If the *Adelacite* is not around and the *Morcant's* repairs went smoothly, then it's simply a matter of making for the Federation border as best possible speed. Roll a Challenge Die as before to see if the *Adelacite* shows up in the process. If it does, then this becomes pseudo Starship Combat. The Players and the Chenelle will need to manage their power levels and speed to stay ahead of the Tholian Dreadnaught.

If the *Adelacite* is around, or if the repairs took too long, then actual Starship Combat breaks out.

GM Sidebar

As great of a ship as the *Hurricane* is, taking on a two-kilometer-long dreadnaught on its own is a little suicidal. The goal for this combat is to buy time for the Chenelle to escape. Once they're far enough away, the *Hurricane* can make its own escape. Some groups will need a gentle reminder that they can indeed flee battle rather than needing to see Starship Combat through to conclusion. At the same time you will want to encourage such actions as Evasive Maneuvers and Power Management so that the *Hurricane* survives the fight.

Conclusion

With the *Morcant* safely in Federation space, the *Hurricane* can escort them to the nearest Starbase. There's much to learn from the Chenelle as well as the reverse. With any luck, the Chenelle will be able to slowly repopulate and flourish again in the future.

Alternatively, if the *Hurricane* is crippled/destroyed while buying time for the *Morcant*, then the Chenelle will do their best to pick up whatever escape pods make it out. They still make for the nearest Starbase, just without an escort.

Debugging

My Players immediately locked up Seirus in the brig and are trying to interrogate them!

Try to drop hints that Seirus can be taken at their word and is not trying to deceive the Player Characters. They took a chance coming to the Hurricane and have specifically requested asylum. That alone should be enough for a Starfleet officer to hear Seirus out.

The *Adelacite* blew up the *Hurricane* and now my Players are mad at me!

*See Stormwall's Debugging section for guidance here. In addition, try to explain why the Tholians deployed such a vessel in the first place (i.e. because they really want both the Chenelle and the Hurricane dead). The loss of the Hurricane can also be a very powerful message about how deadly this dreadnaught is. If Starfleet wants to make sure the *Adelacite* doesn't cause problems, then bigger/more ships will need to be allocated to the area.*

THOLIAN PROFILES

Initially, this section was full of stat blocks detailing Tholian NPCs that did not exist officially at the time. With the release of the *Alpha Quadrant Sourcebook*, official stat blocks are now available. Those stat blocks not covered there can be found below.

Tholian Recluse		
SYSTEMS		
Comm 9	Engines 10	Structure 11
Computers 10	Sensors 9	Weapons 10
DEPARTMENTS		
Command 3	Security 4	Science 1
Conn 2	Engineering 2	Medicine 1

Power: 10 **Shields:** 14 **Scale:** 6 **Resistance:** 6

Attacks:

Tetryon Beam Arrays (Medium, 10A, Dampening)
Thermionic Torpedoes (Long, 8A, High Yield, Dampening)
Tholian Web Generator (Medium, 6A, Vicious 1)

Talents:

Rugged Design
Improved Shield Recharge

The *T.A. Adelacite* is a Tarantula-class Dreadnaught. It shares the same stats as the Recluse with the following changes:

- Structure 12, Security 3
- Shields 15, Scale 14, Resistance 14
- Beam Arrays deal 17A and Torpedoes deal 7A

- Special Rule: The *Adelacite* does not use its main Tetryon Beam Arrays unless a target has already escaped a web and dealt at least 10 damage to the *Adelacite*'s shields.

MISSION COMPENDIUM: ANDROMEDA

To explore strange new worlds, to seek out new life, and new civilization, to boldly go where no man has gone before... These words have been uttered by some of the most influential Captains that Starfleet has ever yielded. They embody Starfleet's guiding principles, regardless of era. That's why, when a mysterious alien is discovered that claims to come from a place no one in the Alpha/Beta Quadrants has gone before, Starfleet makes it a top priority to send a ship in that direction. It is a mission of exploration as well as one of mercy, for the alien wishes to return home. Starfleet is all but happy to oblige.

This set of missions is designed around a unique alien, Andromeda, in the year 2381 and beyond. It involves delivering them home using advances in FTL travel and newfound access to the Andromeda Galaxy.



ANDROMEDA

This section gives Gamemasters an overview of the alien known as Andromeda. Taking descriptions and data presented here can be a great way to spruce up technobabble and (GM) monologues alike. As with all content provided

in this book, you are encouraged to modify elements to better suit your own game.

First Contact

Andromeda was first discovered by the *USS Arcadia* on Stardate 48579.4 ("[Foundling](#)"). They were caught within the *Arcadia*'s warp bubble, caught in the wake after two millennia of being adrift in space. It was discovered on Stardate 48612.1 ("[Conspi-Q-S](#)") that they were not of the Milky Way Galaxy, partially because Q showed up to make sure "[It'](#) did not slip through." Rather, Andromeda was from the galaxy of the same name. With no memory to call her own, Andromeda took their name and remained aboard the *Arcadia* until the ship was called to assist with the Dominion War. She

OTHER ORIGINS...

The Andromeda Galaxy might be out of reach if you are not playing in the STO era and/or using [Pandora's Gate](#). Or it could simply be the case that you feel an entirely new galaxy is a bit much. The Milky Way Galaxy is a big place, so Andromeda can easily hail from some far-flung part of the Gamma or Delta Quadrant. The key is to pick a location that hasn't been touched by anyone in Starfleet and is far enough from other known species that it's an entirely novel experience. You could even choose to have her hail from something like a subspace manifold!

then became a guest of the Daystrom Institute until such a time as it became possible to take her home.

Biographical Data

Andromeda stands approximately 2.2 meters tall (7'2") with a lithe body to match it. Her form is feminine in nature, every single inch of it covered by a second skin that is her biosuit. Every so often there's a series of purplish, bio-

luminescent lights across her suit. The suit itself is bonded with Andromeda on a molecular level. It's unclear whether it, her specifically, or both are biomechanical in nature.

Though scanning through the suit is difficult, a medical scan would reveal that Andromeda has two hearts, a brain with four lobes, and blood coursing with nanites. These nanites are self-regulating in a way that would make the Borg jealous. They are able to keep Andromeda alive almost indefinitely without external interference. Any damage to her suit (or to her) is rapidly repaired at the small cost of stored energy. This energy reserve can easily be supplemented by any form of warp plasma. In addition, the longer Andromeda spends in an environment, the more she and her suit adapt to it. She has even been able to learn alien languages simply by observing them in use for a long enough period of time.

Beneath her helmet is a human-like head. She has two pupils per eye rather than the usual one. Both glow with the same bio-luminescent energy as her suit. Her jaw is split into four parts, though normally the only external indication of this are prominent, sharp teeth that line where cheeks normally would be. Finally, she has ear-length, jet-black hair with two bangs in the front that fall to her shoulders.

She does not reveal her face to anyone unless she chooses to court them. As is covered in the next section, that isn't something that is undertaken lightly.

The Dohrnii

Andromeda has little to no memory of her people. She does not even know their proper name (i.e. "Dohrnii"). What she does know is that her people are healers. Their medical technology is known throughout the Andromeda Galaxy as being able to cure any disease, plague, or mutation. Even a farmer like her knows enough about biology to show up

Andromeda (Major NPC)

Traits: Dohrnii

Values:

- My future is unwritten
- The hazy memory of my past may provide guidance
- I am not alone anymore

ATTRIBUTES

Control 10	Fitness 10	Presence 8
Daring 9	Insight 10	Reason 11

DISCIPLINES

Command 1	Security 4	Science 4
Conn 1	Engineering 1	Medicine 5

Focuses: Xenobiology, Regenerative Medicine, Bioengineering, Agronomy, Survival, Empathy

Stress: 14 **Resistance:** 2*

Attacks:

- * Unarmed Strike (Melee, 5A, Knockdown)
- * Shining Finger (Melee, 7A, Intense, Debilitating)

Talents:

ADAPTIVE SKIN

2 Resistance to all energy weapons (Applied above)

FAST RECOVERY 2

Andromeda recovers from stress and injury quickly. At the start of each of her turns, she can roll 2 CD. If she rolls an effect, she regains 1 Stress per effect up to her normal maximum. Also, if she's injured at the start of her turn, she may spend two Momentum to remove that injury.

QUICK STUDY

When attempting a Task that will involve an unfamiliar medical procedure, or which is to treat an unfamiliar species, ignore any difficulty increase stemming from Andromeda's unfamiliarity

I KNOW MY SUIT

Whenever Andromeda attempts a task to determine the source of a technical problem with her suit, add one bonus d20

Starfleet's finest with a minimal level of study. Yes you read that right: Andromeda believes her past life was that of a simple farmer. And yet her knowledge is so far beyond the Federation's in the realm of medicine that she could perform surgery with her eyes closed.

Background

SPOILER WARNING: If you're a Player and reading this, skip ahead. Otherwise you will receive spoilers for the *Muuat* and *Of Gods and Men* missions. This information is provided here rather than later so as to help Gamemasters better roleplay Andromeda.

The *Dohrnii* were one of two creator races produced by the Andromeda Galaxy. These two races were radically different – one being traditional humanoid and the other energoid. The latter thrived on radiation and viewed the former, the Dohrnii, as dangerous and in the way. At first, the two races seeded the galaxy until they could no longer ignore one another. They could not co-exist peacefully, leading to a galactic war. The Dohrnii won, driving the energoids out to the fringes of the galaxy. The energoids languished with the lower rad count of the cold outer stars.

In their anger and bitterness, the energoids conceived a great and terrible revenge. They secretly began to use advanced technology to slowly increase the radiation throughout the entire galaxy. The goal being to either kill or drive out the Dohrnii and leave it open for the energoids alone. Much to their annoyance, though, the Dohrnii adapted. So the energoids continued to pump the galaxy full of radiation to this very day.

Useful tidbits

Much like a certain species of jellyfish found on Earth, the Dohrnii can live indefinitely. They accomplish this by reverting back to polyp-like phase and regrowing to maturity. They can still die from injury or disease, meaning they took

great measures to prevent either. That led to the same technology that sheathes Andromeda's body. All Dohrnii possess such a suit, each unique in design.

Each suit is capable of sustaining a Dohrnii indefinitely throughout any stage of their life. It also comes equipped with baseline defensive traits such as energy dissipation and the means to channel energy into one's hands. Once charged, a strike from a single finger is enough to knock out most humanoids. This draw upon the Dohrnii's energy reserves, though, meaning they cannot perform this action for forever.

Interpersonal relationships between the Dohrnii are a rarity. At best, a Dohrnii has 1-2 close friends and a handful of other acquaintances. To show one's true self beneath the suit is to be utterly vulnerable. Thus, the only other individual a Dohrnii shows themselves to is someone they trust without any reservation.

The Dohrnii do not exist among any particular stars or worlds. Instead, they travel about in great flotillas throughout the Andromeda galaxy. They have learned many tricks in dealing with the increasing radiation from the energoids, one of which masks their ships to be almost entirely undetectable. One must have the proper frequency to unmask their ships or otherwise send out a beacon to draw them in.

Playing as Andromeda

Andromeda is best thought of as a cultural outsider with amnesia. While she has learned some things about the Federation, there's still quite a large amount of things she doesn't know. It's not uncommon for her to miss certain social cues or references. And to make matters worse, she doesn't know but a few things about herself.

All that said, Andromeda is a kind, if bold, individual. They act on gut instinct sometimes, especially when the situation calls for drastic action, medically or otherwise. Her peers view

her as quiet and mysterious. The reality is she can be quite inquisitive and open if approached. Given her outward appearance, though, that doesn't happen often. To put it another way, she's a loner by happenstance, not because she chose to be one.

For the duration of the mission to take her home, Andromeda is considered to be an Ambassador with all the rights and treatment that come with it. However, she is more than eager to aid on any Away Mission, to assist in Sickbay, or to provide input during Senior Staff meetings.

HEART OF STEEL

Synopsis

The Player Characters are waiting for the final modifications needed for their vessel to support Quantum Slipstream Drive (QSD). As they wait, they receive a briefing from Admiral Astier about their new mission. This mission is to take Andromeda home, wherever that might be in the Andromeda Galaxy.

Once introduced to Andromeda, the Players' ship is ready to launch. Their destination is a portal that links both galaxies. Along the way the Player Characters will need to work out any kinks with QSD. However, before they can finish the preliminary leg of their journey, a medical emergency arises on Ollarth II. Between QSD and how Starfleet has deployed ships in the area, the Players' ship is the closest and thus must respond.

Once at Ollarth II, the Player Characters learn that a mysterious plague has broken out. Those affected have their biological components slowly converted to mechanical ones. This starts with extremities and moves up limbs until it reaches the brain. Once the brain is converted, the now-machine husk crumples and dies on the spot. For the moment this plague has been contained to the southern peninsula, but no one knows how it spreads or how to begin treating it.

Engineers and Doctors alike must work together in order to stop this outbreak before it wipes out the entire colony. If they're not careful, this phenomenon could very well transfer to their ship and beyond!

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Respond to any distress call and provide assistance

- Do not allow the outbreak on Ollarth II to spread beyond the planet

Adapting this Mission to Other Eras

Key to this mission and those moving forward is the Quantum Slipstream Drive. QSD was first deployed by the Federation in 2381, and by the STO-era most ships possessed the ability. Without it, the distances involved with the journey to take Andromeda home are simply too great. In earlier eras you will need to provide some sort of warp engine upgrade and reduce the distances between key points. Though like most things Trek, travel time goes at the speed of plot!

GM Sidebar

The initial part of this mission introduces the Player Characters to Andromeda and sets the stage for their mission moving forward. The briefing the Players receive assumes they will be using [Pandora's Gate](#) as was mentioned earlier in this book. If you have a different method of travel to the Andromeda Galaxy (or you're sending the Players elsewhere) you will need to substitute such for the Gate during the briefing.

You may wish to introduce additional "learn-by-doing" type tasks for beginner groups before they arrive at Ollarth II.

As for the outbreak on Ollarth II, it is designed to test Engineers and Doctors alike. It may be tempting to simply throw Andromeda at the problem and wait, but that doesn't make for good roleplay. This is covered later on in Act 1 Scene 2.

Act 1: A Fresh Start

CAPTAIN'S LOG

Captain's Log, Stardate 58101.2

The crew and I are waiting for the final touches to be put on the ship's refit. Once finished, we will be one of the first Starfleet vessels to employ Quantum Slipstream Drive. The opportunities presented by this propulsion technology are numerous, and the crew is eager to go where no one has gone before.

Before we go anywhere, though, the senior staff and I have a meeting with Admiral Astier. She will be briefing us on our mission as well as introducing us to an Ambassador we'll be ferrying along the way.

NEW MISSION PROFILE: QSD PROTOTYPE

This mission introduces a new Mission Profile (Core p. 261) for the Players' vessel to be outfitted with. It grants the following Trait, Departments, and Talents. If this mission is the beginning of a campaign, or is a desired refit of the ship, then strip the previous Mission Profile from the starship that was given to it at creation and replace it with the following statistics. Otherwise, you will need to grant the Players' vessel the [Quantum Slipstream Drive Talent](#) found earlier in this omnibus.

Traits: Advanced Deflector, Prototype

Command: +1	Security: +1	Science: +2
Conn: +3	Engineering: +3	Medicine: +2

Talent: [Quantum Slipstream Drive](#) (Must be Taken)

Scene 1: The Briefing

The scene starts off with the Player Characters waiting aboard Starbase 61 for the refits to their ship to be finalized. This is a good opportunity for them to handle any affairs that may be affected by their long absence. Alternatively, if this is the start of a fresh campaign, the time could be used to introduce the crew to one another.

When it feels thematically appropriate, the Player Characters receive a summons from Admiral Astier to report for their mission briefing. Astier is a fairly well-built Human woman with clear Nordic blood in her heritage. She commands a room not just by words and rank, but by her imposing physical presence. This fact can be used to further outline Andromeda when she steps into the room.

Astier begins the briefing by outlining Andromeda's history as Starfleet knows it (See p. 6). Starfleet has decided that with recent technological developments (i.e. QSD) that the attempt can be made to take Andromeda home. From what little Andromeda knows of her kind, it's projected that they are near the center of the Andromeda Galaxy. As Pandora's Gate (or whatever you're using to transplant the ship) is on the edge of the galaxy, this is a significant distance. It will likely be a multi-year mission, requiring the crew to find ways to resupply on their own.

It is at this point that Astier calls in Andromeda. Andromeda has about a foot on the Admiral, but stands out mostly due to her alien appearance. She politely introduces herself to all present and thanks them all for making the effort to take her home. She also makes it clear that she does not want to be treated as an Ambassador. Instead, Andromeda would like to help out with ship functions in whatever way

the Player Characters see fit. She would best fit in Sickbay given her innate knowledge and skill, but even something like using her as the Comms Officer would suffice.

This scene ends with Astier bringing the meeting to close by handing the Commanding Officer a text copy of their official orders. They're fairly straight to the point:

- Return Andromeda to her people
- Make peaceful First Contact with species of the Andromeda Galaxy
- Do not start any wars or conflicts that will bleed back to the Milky Way Galaxy
- Uphold the Prime Directive and Starfleet General Orders

Scene 2: Distress Call

It's not long after this meeting that the Players' ship is ready for departure. They're free to head towards Pandora's Gate at their leisure. QSD would get them there in less than 15 minutes, so it's really just a matter of whether the Players feel like testing out.

Regardless of how the ship is traveling, it picks up a distress call coming from Ollarth II. Ollarth II is a Class-M world with a colony of about 100,000 individuals. Its chief export is Tritanium, a widely-used construction material. This Tritanium is vital to the operation of nearby starbases and shipyards, including Starbase 61.

A middle-aged Human male appears on screen once the distress call has been answered. He identifies himself as Dr. Tomias Jefferson, Chief Administrator of Medicine for the Ollarth II colony. He looks like he's been up a few days straight and confirms as such. Jefferson is sending out a distress call because of a mysterious plague that is affecting the southern peninsula of the main continent.

In short, people are being slowly turned into metal. It begins with their extremities (fingers, toes, etc.) and progresses inwards towards the

rest of the body. The process is strangely not painful, and those affected report that they're still able to feel and otherwise control affected limbs. However, once this process reaches the brain, the now completely metal husk dies on the spot.

For now the colony has been able to quarantine the southern peninsula. But with no knowledge of how this phenomenon spreads or how to treat it, Jefferson believes it's only a matter of time before the entire colony is affected. He implores the Player Characters to get there as fast as possible.

How the Players decide to traverse the distance to Ollarth II colors the adventure moving forward. In fact, the distress call begins a hidden timer for this plague to consume the entire planet. Refer the following timeline for guidance as needed:

INFECTION TIMELINE

- T+0: Distress Call from Dr. Jefferson
- T+5 Min: Approximate arrival time if using QSD
- T+3 Hours: Dr. Jefferson becomes infected
- T+6 Hours: Dr. Jefferson's entire right arm is now metal
- T+8 Hours: Approximate arrival time if using maximum warp
- T+10 Hours: Dr. Jefferson's arms are now both metal
- T+14 Hours: The Quarantine is broken as riots break out
- T+15 Hours: 1/4th of the colony has died, including Dr. Jefferson
- T+17 Hours: The first to have died to this infection begin to return to life as purely metallic beings
- T+22 Hours: The metallic populace attempts to leave the planet for the first time
- T+22.5 Hours: Starfleet General Order 24 must be enacted

GM Sidebar

This aggressive timeline is meant to pressure the Players. It can be adjusted, but in general this pandemic spreads quickly. For all Extended Tasks in this adventure, the recommended time-per-interval is 30 minutes, meaning that a single attempt at the Task takes 1 hour (2 intervals)

As this timeline suggests, the Quarantine does fail at T+14 hours, but only for the colony. It's not until T+22 hours that people start to try and escape the planet. It is at that point that General Order 24 must take place. General Order 24 is an order to destroy all life on an entire planet, given only if a commanding officer deems that a society poses a clear and present danger to the Federation. This infection cannot be allowed to leave the planet.

Any personnel that travel down to the colony must use EV suits and follow strict quarantine procedures. Particularly paranoid Players might even go so far as to not allow anyone on the surface to return to the ship until/unless a treatment for this plague has been found. Though they may not know it, their paranoia is actually warranted. If *anything* from the surface, even a single speck of dust, makes it onto the ship, it will begin to spread there as well.

The good news is that the Players have a safety net in the form of Andromeda. Should they fail all of their rolls up to T+22.5 hours and/or the infection spreads to the ship, Andromeda is able to come up with a cure within an hour. This *deus ex machina* should be used only as a last resort if it looks like there's no hope for the Players. If Andromeda is used as an NPC or Supporting Character prior to this point, she has a permanent advantage that reduces the Difficulty of all her Medicine-related Tasks by -1. She is also immune to this plague.

Act Two: The Plague

Scene 1: Research

Scenes 1 and 2 can effectively occur at the same time as one another. GMs may wish to bounce back and forth between locations/parts of the Party to keep the tension high and everyone involved.

The Player Characters are going to need several things if they want to start making headway on identifying and curing this pandemic:

1. Scans of the infected prior to when symptoms developed
2. Scans of the infected after symptoms developed
3. Samples of the metal the infected are being turned into
4. Samples of the planet's air and water
5. Samples of the colony's food supply

Given how Starfleet Quarantine Procedure works, this means that Medical personnel must work either in isolated shuttlecraft or on the surface itself. Actually beaming the samples into Sickbay will cause a ship-wide outbreak eventually, regardless of how many force fields are put in place. Information can be fed back to Sickbay so that ships with the *Advanced Sickbay* talent can provide assistance.

Once the above is within arm's reach of the Medical personnel, call for an Extended Task. It has a Work Track of 12, a Magnitude of 3, a Base Difficulty of 4, and a Resistance of 1. The default Task is Insight or Reason + Medicine. If the Players have not succeeded after 5 hours, then this Difficulty goes down by -1 and the Resistance vanishes. This is represented by more data, samples, and scans being available of the infected.

Success on this Extended Task successfully identifies the cause of the plague: A Tetryon-based microbe. This microbe is consuming normal biological matter and turning it into

Chromium-54. Normally, Tetryons occur only in subspace environments. Yet the microbe appears to be otherwise stable. Something is allowing it to exist in normal space.

It is at this point that both Science and Engineering oriented characters can begin to flourish. The Science Team will have to begin to look for whatever is keeping the microbes anchored in reality, while the Engineers figure out a way to rig up a way to disrupt the microbes using exotic radiation. The former is covered first.

Someone using the Science or Ops station on the bridge can run a sensor sweep of Ollarth II and the surrounding system to check for any anomalies. This is another Extended Task, with a Work Track of 8, a Magnitude of 2, and a Base Difficulty of 2. The default Task is Reason + Science, assisted by the ship's Sensors + Science. Success reveals that the planet is stuck in what's known as a Subspace Sandbar. In short, the area between space and subspace has become unstable, allowing a subspace layer to extrude into normal space. This is likely the source of the strange microbes and why they are able to exist in realspace.

With this new knowledge in hand, the Engineers can work hand in hand with the Scientists to begin breaking up this subspace sandbar. This Extended Task has a Work Track of 12, a Magnitude of 4, a Base Difficulty of 4, and a default Task of Reason or Daring + Science or Engineering. This is to represent the Player Characters crunching numbers and coming up with innovative ways to affect subspace. Alternatively, if the Players come up with a particularly good-sounding technobabble method, skip this Extended Task and move on.

A potential solution to the above that may be used is initiating an Inverse Warp Cascade. This will disrupt the sandbar and hopefully send the microbes back where they belong. However, to

cover an entire planet with the effect, the ship's engines must be pushed far past the red line. This is represented by a Daring + Engineering Task, assisted by the ship's Engines + Engineering, at a base Difficulty of 5. It also consumes 5 power from the ship per attempt. Unlike normal, where a Player could perform a Power Management Task, it takes two intervals of time to recharge power fully. This time should be modified by GMs to suit the Players' ship and any ongoing circumstances.

Passing this Task effectively breaks up the Subspace Sandbar and sends the microbes causing this plague back to subspace. This has the effect of instantly killing any metallic zombies that may be out, as well as stopping the infection at whatever stage it happens to be at in the populace.

Scene Two: The Riots

If the spread of the plague has not been stopped by 14 hours after the initial Distress Call, riots break out across the colony. The Player Characters cannot be everywhere at once, and must pick and choose what areas of the colony to protect. This could mean they focus purely on the research labs where Dr. Jefferson is working, on the colony's governmental staff, on the spaceport, and so on. GMs are encouraged to make up locales as seems thematically appropriate to the situation.

Dispersing the riots should be somewhat of a morale quandary. These are Federation citizens, but if they are not stopped they will destroy the colony. It's the same kind of difficult situation Police and/or the Military in the real world face when confronted with riots. If the response is not appropriate then there will be inquiries and possible court martials.

The actual act of disrupting the riots can be handled one of two ways. The first is by playing out some ground-level style conflict for a key area. It's recommended that GMs use the stats

for a Starfleet Science Officer (*CRB* p. 315) for the colonists, and to field double the normal amount of Minor NPCs usually advised for their Players (*CRB* p. 300).

The second method is by doing an Extended Task with a Work Track of 10, a Base Difficulty of 3, a Magnitude of 3, and a Default Task of Presence + Security. Narratively, this means the Player Character in charge of security is coordinating security teams and directing resources where needed to contain the riots.

Just remember: At this point in the timeline, the entire planet is infected, meaning anyone who goes down to the surface cannot return to the ship until cured.

Scene Three: Zombies

At 17 hours past the distress call, the dead begin to rise. The first colonists that were infected and then perished return to life in a purely metallic state. They speak a language that does not work via the Universal Translator, and are otherwise aggressively violent. They do seem to possess intelligence, though, as they coordinate efforts to topple any safe houses, controlled areas, etc. If need be, use the stats for a Starfleet Security Officer (*CRB* p. 314) plus a Resistance of 1 to represent these metallic zombies in combat.

Anyone injured in melee by these beings must test a Fitness + Security at Difficulty 2. Failure means that they are now in the process of turning into a metallic being themselves.

GM Sidebar

How you enforce the fact that the zombies are to be feared and otherwise eradicated depends on you. Classic zombie movies may prove a good source of inspiration.

Scene Four: Escapees

At 22 hours past the distress call, the metallic populace attempts to break the planet-wide quarantine via shuttlecraft. Their ship must be destroyed to prevent the spread of the plague. Mechanically, this ship is represented by a Danube-class Runabout (*CRB* p. 235) with the Passenger Transport module.

Act Three: Conclusion

How events resolve themselves in this act depends on how successful (or not) the Players have been.

The Sandbar is Gone

If the Subspace Sandbar has been disrupted, then the infection has stopped. However, the symptoms (i.e. conversion to metal) is not reversed. This could be the jumping point for further medical endeavors, or the Players may decide to simply send a request to Starfleet for a proper medical research team to come to Ollarth II. It is possible for those characters on the surface to return to the ship without worry of infecting their fellow crew.

The Clock Strikes Midnight

If the Players do not resolve the situation within 22.5 hours of the initial distress call, then General Order 24 must be enacted. Otherwise, the metallic beings will eventually break free of the planet-wide quarantine and spread this phenomenon to other worlds. How General Order 24 is carried out depends on the ship, but usually a barrage of torpedoes would do the trick. A gross loss of life to be sure, but a necessary one to protect the greater Federation. No negative reputation should be imposed for this act unless the GM is feeling particularly vindictive.

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

One of the Player Characters got infected and they are running out of time before General Order 24 has to be carried out!

This could be a good source of drama and tension if played right. Will those in Command break protocol to save their fellow crew? Or will they be resigned to their fate? However, it may not be fun for a Player to lose their character to something that may have been out of their control. In such an event, the Deus Ex Machina of Andromeda that was mentioned in Act 1 Scene 2 could be used.

The Players succeeded, but one (or more) of them is now partially metal!

Another good source of potential RP and drama. This also gives the Medical Characters something to work on. If nothing else, Andromeda will be able to fix them in time, whether that be between sessions or somewhere down the line.

The metal zombies escaped into space!

Though the Players do not know it, any zombies that get more than half a lightyear away from Ollarth II die on the spot. Without the subspace sandbar to sustain them, they cannot survive. This could be a source of worry for the Players and should be encouraged.

NEW NEIGHBORHOOD

Synopsis

The Player Characters make one final stop before taking the plunge into an entirely new area of space. They meet with Captain Beckett, a Starfleet Captain that has recently returned from his own mission of exploration in the very same area the Player Characters are going. He has words of wisdom for them, including where to pick up a guide on the other side.

After transitioning through to unknown space, the Player Characters must seek out the services of the Frila. The Frila are the first friendly species the Federation has made contact with on this side of the portal and are more than happy to provide a guide. However, in the process of taking on a new crewmember, the first hostile species encountered on this side appears. The Toth, as they are known, make it clear that they will not tolerate further use of the portal. The Player Characters must manage this diplomatic situation or else risk losing their only way home!

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Acquire a guide for the Andromeda Galaxy
- Do not start a war with the Toth

Adapting this Mission to Other Eras

As has been stated previously, both QSD and Pandora's Gate are used in this and all future missions. Hopefully, you as the GM have already made the call of where exactly Andromeda is from and how the Player Characters are going to get there. Otherwise, this mission can be easily adapted to other eras by modifying the Toth stats in Act 2.

GM Sidebar

With all the travel time in this adventure, you are encouraged to come up with your own "B

Plot" to keep the Player Characters engaged. For example, if you have characters that were partially turned to metal in the *Heart of Steel* mission, now is a perfect time to work on fixing that.

Starship combat is a distinct possibility in Act 2. You will want to brush up on such before running this adventure just in case peace talks break down!

The initial infodump via NPC (Beckett) does require you to have some knowledge of [Pandora's Gate](#). Unless, of course, you are using a different vector or destination for your Players! In such a case you'll want to modify Beckett's info to match your desired narrative.

Connecting to other Adventures

If you are running the adventures in this book in sequential order, then this mission should follow *Heart of Steel* after a few days of in-universe time.

Act 1: The Plunge

CAPTAIN'S LOG

Captain's Log, Stardate 58110.4

We are approaching Deep Space Daedalus where I and some of my Senior Staff with have the pleasure of meeting with Captain Beckett. The good Captain has spent the last several years in the Andromeda Galaxy as Starfleet's first real attempt to explore the area on the other side of Pandora's Gate. I look forward to this meeting greatly.

Scene 1: DSD

Deep Space Daedalus (DSD) is a [Copernicus-style Station](#) on the edge of the Sabine Expanse. It has three large docks for starships and three smaller ones for smaller craft. Currently docked with DSD is the *U.S.S. Lysithea*, a *Luna*-class vessel. The *Lysithea* is captained by Michael Beckett, a middle-aged, Human male with reddish-brown hair that's streaked with silver. As for DSD itself, it is commanded by Admiral Theso, an older Caitian male with black fur. Theso is not featured outside of initial contact with the station, but is presented here for ease of reference.

After obtaining permission to come aboard the station, the Player Characters know that they are to meet Captain Beckett at a bar known as Zaix's. How they obtain the location of Zaix's is up to the GM, but should not be at all difficult to find on reputation alone.

Scene 2: Zaix's

Zaix's is situated on one of the lower decks of DSD. It doesn't get the most foot traffic, nor is it the station's best bar or club. What it has going for it is the fact it's nice and quiet and that Beckett has a special deal with the owner (a Tellarite named Zaix).

The Player Characters arrive as Beckett and Zaix are mid-talk about their deal. The gist is that Beckett brews his own liquor on the *Lysithea* and is trying to broker a deal to sell "Andromeda Ale." Zaix, being a Tellarite, is gruff, rude, and otherwise confrontational. The talk ends with the two "begrudgingly" coming to a deal and Beckett greeting the Player Characters. He buys them all drinks then takes them to a table in the back where they can talk freely.

Beckett gets straight to the point and begins to brief the Player Characters on what to expect in the Andromeda Galaxy. The following points of information should be covered during this discussion:

- The Andromeda Galaxy is not as hospitable as the Milky Way. There's a great amount of ambient delta radiation that only seems to be increasing as time goes on and the closer one gets to the galaxy's core. That said, the *Lysithea*'s crew had no problems during their two year journey thanks to careful monitoring by the Chief Medical Officer.
- The *Lysithea* only explored an area about 2.5 lightyears cubed surrounding Pandora's Gate. There was an overabundance of gravimetric eddies (a fancy way of saying black holes) that were similar to those found in the Shackleton Expanse.
- The only sentient life the *Lysithea* came across in her journey were the Frila (pronounced Fry-la) and the Toth. Both

- species are capable of faster than light travel.
- The Frila are the descendants of the Friequa, the species that built Pandora's Gate and were behind most of the wonders found in the Sabine Expanse. The Frila are therefore very much like Milky Way species in their mannerisms, i.e. open, trusting, and cooperative. They were more than happy to interact with the *Lysithea*'s crew and provide whatever aid was needed.
 - The Toth, however, are like Klingons prior to the Khitomer Accords. That is to say they are rather confrontational and territorial. The very first encounter with them nearly ended in a firefight. Their weapons and defenses were on par with the *Lysithea*'s.
 - Though the *Lysithea* never encountered them, there were indications that the [Kelvan Empire](#) still existed in Andromeda. The Kelvans were first encountered by Starfleet in the days of Captain Kirk and his legendary five-year mission. They believe in their innate superiority and deem it that the fate of lesser species is to be conquered and ruled. The Kirk-encounter indicated that the Kelvans were attempting to flee Andromeda due to growing radiation levels, though all signs in Andromeda seemed to indicate that the Kelvans were expanding their empire towards the fringes of the galaxy.
 - Communication back to Starfleet is not possible from the other side of Pandora's Gate. This is similar to how the Bajoran Wormhole did not initially allow real-time communication between the Alpha and Gamma quadrants.
 - If the Player Characters would like a guide or simply a pleasant first port of

call, they will want to take their ship to Fril, the homeworld of the Frila. There they will want to talk to Samisia, the Consulate General.

Finally, there is the “unofficial order.” This order is the destruction of Pandora's Gate should there be an overwhelming threat to the Milky Way Galaxy from whatever the Andromeda Galaxy has in store. That includes the Planet Killers on the other side. If they are reactivated then the Gate must be brought down.

GM Sidebar

Whether or not you have Beckett reveal the fact there are Planet Killers is entirely up to you. It may prove more interesting from a roleplaying perspective to simply hint at their existence without actually saying what they are. If you want more information on Planet Killers in general, reference CRB p. 339.

Scene 3: The Gate

It takes about 5 days at maximum warp (or a quick QSD jump) to reach Pandora's Gate from DSD. Upon arrival, the Players find a Subspace Node. This node is a “bubble” of curved space-time that results in an area of space devoid of stars or stellar bodies. Such nodes have been encountered before by both the original NX-91 and Voyager. Were it not for a series of navigational buoys set up by Starfleet, it would be very easy to get lost in there.

The Players must enter this Subspace Node in order to reach Pandora's Gate. After a subsequent 3.5 days of traveling, they arrive at the outer-rim of the Gate's defenses. Read or paraphrase the following:

Sensors begin to detect a strange structure surrounded by all manner of Starfleet turrets and other defensive platforms. The structure itself is composed of eight components that interlock with great circular motions. These motions generate what could be best described as a subspace portal at the center of the

structure. This portal is what connects this Subspace Node to a similar one in the Andromeda Galaxy.

The Starfleet defenses query the Players' ship for the proper access codes, which they have in their possession. Once provided they are cleared to go through the portal. Read or paraphrase the following once they are on the other side of the gate:

Unlike the Subspace Node you just left, this one is only about a lightyear across. The portal you just came through, Pandora's Gate, and its defenses are all sensors report at first. However, the longer you scan, the more you come to realize there are husks of neutronium floating in the void. It doesn't take long for the computer to identify them as Planet Killers. They're gathered together and surrounded by a minefield, though given their broken state it does not seem that their reactivation is likely.

It may be interesting to see how each Player Character reacts to this revelation. After all, the single Planet Killer in the Milky Way is quite infamous. Some characters may take issue with the fact Starfleet is taking a risk by leaving Pandora's Gate open.

Once the decision to proceed out into open space has been made, read or paraphrase the following:

Like lights flickering into existence, the viewscreen begins to fill with stars as you leave the Subspace Node behind. The stars here are drastically different. So much so, in fact, that the computer has to be switched from "Milky Way mode" to "Andromeda mode" in order to properly navigate. Once recalibrated, the sensors report increased ambient delta radiation. It's nothing the deflector can't handle, but if it ever fails then the crew will have to start worrying about exposure.

GM Sidebar

This ambient radiation is kept at bay so long as the Players' ship has at least 1 point of Power and the deflector is undamaged. This extends to shuttlecraft as well. Planets with an atmosphere can also provide protection.

The Frila

The Frila are a lithe humanoid species that stand anywhere between six and eight feet tall. They possess large, elven ears, a long, slender tail, black sclera, and digitigrade feet that end in three claws. Their skin tends to be ashen in color and their hair dark. Traditionally they wear a bodysuit with a traveling cloak laid over top.

The Toth

The Toth are also humanoid, though their frames are much more muscular. They also possess the same style of digitigrade feet, though they do not have a tail or any visible ears. Instead, their raptor-like heads have six tendrils (three to a side) with a tuft of wiry hair usually kept short. Their hands only have three fingers, and their skin is a muted blue.

Exposure to the radiation is not instantly troublesome. It can be handled with traditional medical treatments such as hyronalin for the first twelve hours. After that arithrazine must be used. How specific you track this sort of thing depends on what sort of feeling you want the Players to get from the Andromeda Galaxy. It's meant to be inhospitable to a point, but not so much so that the Players start to feel constantly "under attack."

Act 2: Meeting the Neighbors

Scene 1: Fril

The Fril System is a day's journey from Pandora's Gate (or shorter if the Players use QSD). Upon arrival, the Players' ship is immediately hailed by Consulate General Samisia. Samisia is delighted that fresh new faces from Starfleet have arrived. However, she knows full well they're not exactly here to take shore leave. She's preemptively taken the liberty of arranging for one of her people to stand-by should the Player Characters want a guide for a portion of the Andromeda Galaxy.

This individual's name is Iha (pronounced eye-ha). Her stats are seen to the right. She also comes with her own shuttle (Use the stats for a Runabout), just like Neelix did on Voyager. Unlike Neelix, however, Iha can contribute her skills at the helm or in security-related matters. How the Players decide to use her (if at all) is entirely up to them. Iha is meant to help supplement the potential characters available for play by both Player and GM alike.

If the Players opt to bring Iha into the fold, it's recommended that she be granted the field rank of Chief Specialist. She will not be able to order any officers around (even Ensigns), but will otherwise have rank over lower Enlisted crewmen.

Even if the Players do not choose to take along Iha, she still offers to review their flight plan before the Player Characters leave Fril. She very

Iha (Major NPC)

Traits: Frila

Values:

- Always know where the exit is
- Never let your guard down

ATTRIBUTES

Control 9	Fitness 9	Presence 8
Daring 12	Insight 9	Reason 9

DISCIPLINES

Command 2	Security 3	Science 3
Conn 5	Engineering 2	Medicine 1

Focuses: Astronavigation, Small Craft, Helm Operations, Evasive Action, Combat Tactics, Projectile Weaponry

Stress: 12 **Resistance:** 0

Attacks:

- * Unarmed Strike (Melee, 4A, Knockdown)
- * Frila Type-5 Rifle (Ranged Projectile, 7A, Accurate, Debilitating, Vicious 1)
- * Frila Dagger (Melee, 4A, Vicious 1, Deadly, Hidden)

Talents:

EVASIVE ACTION
PRECISE EVASION
QUICK TO ACTION

quickly identifies a major problem in that the projected path goes right through Toth territory. Going around Toth space would add a full hour of QSD time and resources, or about 300 lightyears. Negotiation might be possible, but Iha cautions against trying. The Toth are highly confrontational and may not take kindly to another Starfleet vessel poking around. Still, given the potential time save, it's worth at least meeting the Toth and seeing where things may lie.

Scene 2: The Toth

Reaching the border of Toth space is fairly quick all things considered. It only takes about half an hour of waiting before the Toth show up. If the Players' ship is Scale 4 or lower, only one Seraph Scout arrives. Otherwise, two or more Scouts show up with weapons charged.

Seraph Scout			
Systems			
Comms 7	Engines 8	Structure 7	
Computers 7	Sensors 8	Weapons 9	
Departments			
Command 1	Security 2	Science 1	
Conn 2	Engineering 3	Medicine 1	
Scale: 3	Resistance: 3	Power: 8	Shields: 9
Disruptor Banks (<i>Energy, Medium, 6 CD, Vicious 1</i>)			
Spatial Torpedo (<i>Long, 5 CD, High-Yield</i>)			

Before any conflict breaks out, the Player Characters receive an audio-only hail. The Toth speaking does not identify themselves. Instead they insist that the “Federation aggressors” return to their own galaxy where they belong. The Toth are willing to follow up this edict with force if need be.

This is a perfect opportunity for Player Characters with talents like *Defuse the Tension* to take center stage. It takes a Presence + Command (if being diplomatic) or a Presence + Security (if being confrontational) at Difficulty 3 to convince the Toth to back down and listen to what the Player Characters have to say. If Iha is present, she may assist with Insight + Conn.

If the Player Characters do not succeed on this Task then the Toth fire a warning shot across the bow of the Players' ship. Another attempt

can be made at diplomacy, but now at a Difficulty of 4. Failure on this Task means that Starship Combat breaks out. The Toth aim to disable the Players' ship rather than destroy outright. As such they focus on Engines and Weapons. Once these two are disabled, the Toth tractor beam the ship and start towing it back towards Pandora's Gate. The Scout(s) attempt to flee the battlefield at warp if the Players are able to cause two or more breaches to them.

If the Player Characters do succeed at diplomacy then this becomes a social conflict instead. The goal here is to convince the Toth that Starfleet is not here to fight or start any wars. There's two ways to go about this social conflict. The first is simply playing out the conversation via pure roleplaying. The second option is to do an Extended Task with a Work Track of 12, a Magnitude of 3, a Base Difficulty of 4, a Resistance of 1, and a Default Task of Reason + Command.

GM Sidebar

The Toth are xenophobic and highly mistrustful of anything the Player Characters have to say. It might go a long way if the Players are willing to do something that benefits the Toth. Their initial demands of the Players are outrageous and break the Prime Directive in more than one way. It will take careful roleplay and/or good rolls to get the Toth to assign the Players a task that is actually within the power to do.

Act 3: Conclusion

How this adventure wraps up depends on how the prior act played out.

If combat broke out, but no Toth ships were destroyed, then the Toth begrudgingly withdraw. They do not grant the Players access to their space.

If combat broke out and one or more Toth ships were destroyed, then any remaining Toth

retreat with the warning that the Player Characters have made an enemy this day. This is not a declaration of war, rather a promise that any Toth ships that encounter the Player Characters from now on will shoot first and ask questions later. This creates a permanent complication that increase the difficulty of all Social Tasks involving the Toth by +1.

If the Player Characters were able to talk the Toth down, then they can plead their case to travel through Toth space. This may involve a “side quest” and/or further diplomacy. This side quest should be tailored to the strengths of the Player Characters and their ship. It could serve as the basis for a small story arc depending how involved the task is.

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

The Toth rolled really well and now the Players are being forcibly being taken back to Pandora’s Gate!

Depending on how much damage the ship took, the Players might be able to escape the tractor beam and/or any escorts. This will anger the Toth and confer the same complication mentioned in Act 3.

I’m struggling to come up with a side quest for the Players to do!

There’s three classical quest types that you can use to create your own: Gather something, Destroy something, and Talk to someone. You can mix and match these to suit whatever narrative you have in mind.

PARADOX

Synopsis

The Player Characters detect a recently-formed neutron star along their route and divert to investigate. In the process of scanning the star, they find a derelict Federation shuttlecraft slowly falling towards it. After recovering this shuttlecraft and running some scans, it's determined that this shuttle comes from the Players' ship, albeit from the future. It contains a warning about a Toth ship that will be trapped by the neutron star's gravity well in the near future. In the process it will signal distress and include the fact that the Players' ship was there. The Toth will then use this as an excuse to mount an attack on the portal that leads back to the Milky Way.

The Players must navigate the Temporal Prime Directive and weigh whether violating it is in their best interests.

Directives

In addition to the Prime Directive and the Temporal Prime Directive, the Directives for this mission are:

- Do not start a war with the Toth

Adapting this Mission to Other Eras

As this is mostly a science and engineering centric mission, it can be easily adapted to other eras by flavoring technobabble appropriately. In the default era (i.e. 2381+) the adventure calls for the use of a holographic mobile emitter like the one seen on Voyager. Earlier eras will not have the benefit of this technology and will instead receive any information that the holographic NPC provides via audio logs in the shuttle's computer.

GM Sidebar

Time travel can be a tricky subject to handle with even the best group of Players. Both this mission and the next touch upon it in some way so you will need to be prepared for the Players

to start wondering about paradoxes and other effects of time travel. The "easiest" approach is to take a page from Doctor Who and handwave any problems by saying time is a bunch of wibbly-wobbly, timey whimey stuff.

That said, this adventure can be on the shorter side if the Players do not spend the time to roleplay and debate how best to proceed. You may want to have a B Plot ready in such an event.

Connecting to other Adventures

If you are running the adventures in this book in sequential order, then the Players may have a complication from the *New Neighborhood* mission when it comes to dealing with the Toth. Alternatively, they may be on better terms with the Toth, making this mission even easier.

Act 1: Starbound

CAPTAIN'S LOG

Captain's Log, Stardate 58142.5

Long range sensors have detected the remnants of a supernova near our current route. More specifically, a Neutron Star. It is scientifically-interesting due to it being only twenty years old. I've decided to divert the ship to study this phenomenon further.

Scene 1: Neutron Star

Once in orbit of the Neutron Star, call for the Player Characters to make a standard Sensor Sweep Task (Reason + Science assisted by the ship's Sensors + Science at Difficulty 1). Short of complications, the following information is revealed about the star:

- The star that was originally here collapsed into a neutron star approximately 10 km in diameter
- The star contains thrice the mass of Earth's own sun, Sol
- Had the star been larger than it was, a black hole might have formed instead
- Neutron Stars are infamous for their time-dilation effects on the space surrounding them. This is due to the fact their escape velocity is about one-third the speed of light (approximately Full Impulse) and thus relativity comes into play.
- The Players' ship should have no problem entering and leaving the gravitational area of effect. However, the Impulse Engines may take on

additional strain during any exit maneuvers.

Mechanically, all navigational Tasks have their complication range increased by 2 (18-20) while the ship is within the neutron star's area of effect.

Give the Players ample time to do as much science-ing and roleplaying as they wish. Then move onto the next scene right as they're about to leave the Neutron Star behind.

Scene 2: Distress Call

A badly-garbled transmission is detected by the Players' ship. It is coming from the opposite side of the Neutron Star from where they currently are. Nothing can be done to clean up the signal, as the problem is at the source. The Player Characters can be confident that it is not white noise, but they cannot identify who or what is broadcasting without investigating.

Scanning across this area of space is made difficult by the Neutron Star. The Difficulty for Sensor Sweep Tasks increases by +1 to a total of 2. Success reveals that there is a metallic object about the size of a shuttlecraft slowly falling towards the Neutron Star. By spending Momentum on additional questions, the Player Characters will also learn that the object consists of a Tritanium alloy, and that it has a transient chroniton field surrounding it. Tritanium alloy is used heavily in Starfleet construction, particularly of ships. As for the chroniton field, this may indicate that the object has recently traveled in time.

Even if the Player Characters do not succeed on this Task, they can still get within visual range and identify it that way. When it is put onto the main viewer, all of the bridge crew see that it is indeed a Type 9 shuttle. The hull shows signs that the shuttle has been in space for a very long time. Life support is offline, and the engines are all but running on empty. But what's really important is the fact that this very

same shuttle is currently sitting in the Players' ship!

Scene 3: Recovery

Recovering the shuttle can be accomplished multiple ways. The simplest method is to tractor it into the shuttlebay. Wary Players might prefer to transport someone over in an EVA suit before bringing it aboard. Beaming inside skips this scene for the most part, whether the shuttle is floating in space or in the shuttlebay.

Otherwise, the Player Characters find that the shuttle's access way is jammed closed. It takes a Control + Engineering Task at Difficulty 2 to bypass the door's controls and free it up. This Succeeds at Cost, with complications meaning that the power loss associated with opening the door causes some sectors of the shuttle's computer to be wiped.

Alternatively, forcing the door open manually involves a simple Fitness + Security or Engineering at Difficulty 1.

Act 2: Message in a Bottle

Scene 1: The Bottle

The interior of the shuttle looks about as bad as the exterior does. Wires and panels are strewn about, the air is stale, and the consoles flicker with what limited power remains. A careful inspection reveals that there is a holographic mobile emitter in the pilot's chair.

Attempting to pull data off the shuttle's computer core is made difficult by the advanced age, low power, and corrupted sectors. Thus, a Timed Extended Task is in order, with a Work Track of 14, a Magnitude of 4, a Base Difficulty of 5, a Resistance of 1, and a Default Task of Daring + Engineering. There is only enough power left to attempt this Extended Task six times before all data is lost. If the Players try to hook up a backup power supply, roll a single Challenge Die. On an effect, the consoles spark

and burn out as the power surges. All other results buy the Players another two attempts.

Success of this Extended Task yields a complex equation and set of modifications to normal Quantum Slipstream Drive. The purpose of these modifications is unclear and requires further research. Specifically, an Insight + Science Task, assisted by the ship's Computers + Science, at Difficulty 4. Success here reveals that these changes could theoretically turn QSD into an unstable time travel corridor.

Activating the holoemitter activates the "Emergency Science Hologram," complete with the phrase "Please state the nature of the scientific emergency." The hologram identifies themselves as Lieutenant Connery. They come from the future, but that's all they're able to remember. They know there's something very important they need to tell the Player Characters, but they cannot remember what. Self-diagnostics report that their matrix has been corrupted due to age.

Fixing Connery's matrix is rather involved, and would give Players not involved with the task time to do other things. The actual act of repair is an Extended Task with a Work Track of 12, a Magnitude of 4, a Default Difficulty of 4, and a Resistance of 1. The Default Task is Control + Engineering, assisted by the ship's Computers + Engineering. Each attempt takes about an hour. Complications mean that part of Connery's data is lost, which could make things worse for the Players!

Scene 2: The Message

With Connery repaired, they are able to tell the Player Characters what their purpose was and how they came to be in the shuttle to begin with. In short, the Players' ship was returning from the center of the Andromeda Galaxy several years into the future. They came upon the edge of what used to be Frila space; however, the Frila had all but been wiped out

by the Toth. Their territory had been annexed and blockaded against incursion on all sides. And to make matters worse: The Toth were preparing to mount an assault on the Alpha Quadrant via Pandora's Gate.

Connery is very specific not to reveal any names as they state that the senior staff considered all of their options carefully. It was decided that they would try and pinpoint if there was any specific event in history that led to the Toth expansion or if it was simply an inevitability. Without revealing the method by which this information was obtained, Connery says that the crew was able to narrow it down to one event with a 96.3% probability of being correct.

The event is the disappearance of the Toth ship *Kutsun* in 2381 (or whatever the current year is). It was listed as missing about a month after the Players' ship left QSD range of Pandora's Gate. Its previous location happened to be the very same system the current Adiona is in. Though they could not be 100% sure, the future crew surmised that the *Kutsun* might have gotten ensnared by the Neutron Star. Unfortunately, a Toth attack necessitated moving up plans to send someone back in time. The last thing Connery saw was the Players' ship valiantly fending off three Toth cruisers while their shuttle went into the Temporal Vortex.

Act 3: Decisions

Scene 1: The Prime Directives

The above information should give the Players something to deliberate about. Acting on this information would violate the Temporal Prime Directive, but not acting on it means possibly condemning an entire species and opening up the Alpha Quadrant to attack. Additionally, the Prime Directive itself means that interfering with the "natural" development of a species isn't allowed, even if that means the death of another species. Without an actual plea from the Frila, Starfleet's hands are tied. This isn't

Federation space so the Players do not have jurisdiction here.

This should lead to interesting discussions and roleplay about how to proceed. At some point during this conversation, Connery informs the Player Characters that their matrix will be wiped in one hour's time in accordance with the Temporal Prime Directive. This cannot be delayed except by turning Connery off. Even then, the countdown timer resumes once they are reactivated.

Scene 2: The Kutsun

At a dramatically appropriate time, sensors detect that a vessel has just dropped out of warp on the edge of the system. They've scanned the area and are moving towards the Players' ship at a rapid pace. A Reason or Insight + Conn Task at Difficulty 1 confirms that this is indeed the *Kutsun*.

Those who are paying attention may realize that this is the beginning of a paradox. The *Kutsun* is being drawn in by the Players' ship, which is only there due to the shuttle from the future, thus leading to its disappearance. If Connery is still active, they have no data about this event.

If the Player Characters are in good standing with the Toth, then a simple message to the *Kutsun*'s commander, Ababai, is all it takes to divert the Toth away before they're trapped by the gravitational well of the Neutron Star. Ababai is here to investigate the system for possible Toth annexation.

Otherwise, this could lead to open conflict. Destruction of the *Kutsun* would be the same as letting it get trapped, so any starship combat that results must be focused on luring the Toth away from the Neutron Star, by force or otherwise.

Kutsun			
Systems			
Comms 9	Engines 9	Structure 8	
Computers 8	Sensors 8	Weapons 11	
Departments			
Command 2	Security 3	Science 1	
Conn 2	Engineering 1	Medicine 1	
Scale: 5	Resistance: 5	Power: 9	Shields: 11
Disruptor Banks (<i>Energy, Medium, 8 CD, Vicious 1</i>)			
Spatial Torpedo (<i>Long, 6 CD, High-Yield</i>)			

Commander Ababai's goal is to cripple the Players' ship, not outright destroy it.

Scene 3: Aftermath

With the crisis (hopefully) averted, the Players can continue on their way towards the center of the galaxy. The shuttle from the future remains, as does Connery. What the Players do with either is up to them.

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

My Players are spending a lot of time debating what to do!

An easy way to make them commit to a course of action is to have the Kutsun arrive “early.”

My Players were able to recover the QSD modifications and want to send someone else back in time!

Modifying the ship’s QSD (or outfitting a shuttle with such) would take more time than the Players have before the Kutsun arrives.

The *Kutsun* is beating the crap out of the Players!

MUUAT

Synopsis

The Player Characters come upon an abandoned vessel over a kilometer long, made out of neutronium, and bleeding radiation. Due to neutronium's rarity resulting from how difficult it is to obtain, this makes the ship a small wonder. The Player Characters brave intense radiation and work to recover what data they can. In doing so, they learn of a species known as the Muuat, and a means of contacting them. It involves constructing a Graviton Catapult to enter an area of space known as "The Garden."

When they get there, though, the Player Characters suddenly find themselves way in over their heads. They learn that their VIP, Andromeda, belongs to a species the Muuat revere as gods. And to make matters worse, the Muuat view her arrival as a blessing, and the Player Characters as her envoys. They urge Andromeda to visit their homeworld, where a trove left by her people awaits. The Player Characters must weave their way through this precarious situation before all hell breaks loose.

Directives

In addition to the Prime Directive and the Temporal Prime Directive, the Directives for this mission are:

- Seek out information about Andromeda's species
- Keep the peace with the Muuat

Adapting this Mission to Other Eras

The Graviton Catapult technology would be a massive leap forward for earlier eras in terms of FTL technology. It should be flavored as such in order to drive home the Muuat's level of advancement.

GM Sidebar

This is "the big one" in terms of adventures. It was the series finale for the Adiona group that

spanned three sessions worth of content. With time travel involved, things can get complicated quickly. Otherwise this should be a classic Prime Directive conundrum.

Connecting to other Adventures

If you are running the adventures in this book in sequential order, then the Players may have acquired a set of modifications to QSD in *Paradox* that would permit time travel. This may come into play during Act 2/3.

Act 1: Catapult

CAPTAIN'S LOG

Captain's Log, Stardate 58516.4

Things have been quiet lately. It's a welcome change after the excitement that was dealing with the Toth. We're making good time towards the center of the galaxy with QSD, though we will need to find some new benamite soon. The ship is running regular long range scans to check for potential deposits.

Scene 1: Derelict

Thanks to the regular scans, sensors pick up a very intense, yet localized, pocket of radiation drifting through space. While inconclusive at this range, scans can confirm it's about the size of a *Constitution*-class and is either reflecting or outright absorbing standard scanning methods. A Reason + Science Task at Difficulty 1 allows a Player Character to theorize that it could be a very small Pulsar judging by the electromagnetic radiation it's putting off. Though if that's the case, it's the smallest pulsar ever encountered. Hopefully this is enough to divert the Players' ship to investigate.

Upon arrival, read or paraphrase the following:

You drop out of warp approximately 2 AU away from the mystery object. Sensors are still having trouble getting any concrete data back, though you are able to put the object on the main viewer. The screen has to zoom in and enhance several times, but soon you're face to face with quite the oddity. It appears to be a starship of some sort, over 300 meters long, 120 meters

wide, and 75 meters tall. The configuration matches none on record.

Strangely, it does not seem to have warp engines of any known design. It only appears to have impulse engines and a Neutronium-alloy hull. What faint power readings get through the hull imply that it is powered by a Tetryon Reactor. To date, this would be the third such reactor discovered by Starfleet, the first being the Caretaker's Array and the second a Graviton Catapult.

In any event, you are not picking up lifesigns or really any sign that the ship is responding to your presence here. The hull is putting off enormous amounts of radiation but it's nothing your deflector can't handle at this distance.

Neutronium is tremendously valuable due to how hard it is to obtain. For a ship to be entirely built out of it, even in alloy form, indicates that whatever intelligence constructed it has advanced fabrication and mining technology. Getting further data on the ship is something that should excite most everyone in the crew.

There's just one snag: Hails are going unanswered. The Player Characters will have to board the ship via shuttle if they want to learn more. Transporters are unable to penetrate the Neutronium hull. That means the Players must come up with a way to deal with the radiation.

This can be accomplished in one of two ways. The first is by limiting the Away Team's exposure to a maximum of two hours, requiring EVA suits, and inoculating them with a combination of lectrazine and hyronalin. The second is using an inverted tractor beam to draw away the radiation and beam it harmlessly out into open space. That would involve a Daring + Engineering Task, assisted by the ship's Engines + Science, at Difficulty 3. Of course, if the Players come up with better technobabble, run with it!

Scene 2: It's Quiet...

The Away Team is able to find their way onto the derelict via one of the shuttlebays. It's open to vacuum, making it easy to swoop inside and land. The shuttlebay doors can be closed by interfacing with a control panel inside the bay, and after they seal a Class-M environment is produced. Alternatively, the Players can pass through an airlock to the rest of the derelict.

Read or paraphrase the following as they enter the derelict proper:

You find yourselves in a well-lit corridor with a high ceiling. The walls are not smooth. Rather, they're broken up by equipment and crates of unknown contents. Illumination comes from small spotlights set every so often into the ceiling. You are no longer able to get a stable connection back to the ship, though it seems you have no issue communicating within this derelict.

Thus begins the exploration of the derelict. There is no other life to be found, and all systems appear to be self-regulating. This means a whole lot of empty hallways and unnerving silence. The reason for that is hinted at by chunks of metal which litter the halls every so often. They're made out of a lighter neutronium alloy than the hull of the vessel and have also absorbed quite a bit of radiation. Though the Player Characters do not know it yet, these chunks of metal are what remains of the crew.

Eventually the Away Team should find their way to a terminal where they can access the derelict's computer bank. Logs contained within reveal the following information, which you can spruce up by providing them in log format if you so wish:

- The Muuat, as they call themselves, come from a far-off system 3,000 lightyears away that is surrounded by an extremely unusual concentration of

neutron stars. While they managed to figure out how to mine raw neutronium and colonize local planets, they were essentially stuck. They could not venture further out thanks to the way neutron stars play havoc with subspace.

- The Muuat built this ship, the *Ralmamaven*, in order to "pierce beyond the veil." It was to be used in conjunction with a Graviton catapult. Since they had no idea how much stress this would put on a ship, they opted for the neutronium construction instead of traditional designs.
- Once leaving null space (i.e. using the catapult), the *Ralmamaven* was originally supposed to deploy its own catapult in order to get back where it came from. However, the loss of the crew made that impossible.
- The crew seemed to be wiped out when a surge of radiation passed through the whole ship as it was flung past actual pulsars. Thanks to the unique combination of the catapult and the neutronium hull, the *Ralmamaven* absorbed so much radiation it's a wonder it's still functional.

Most important of all is that Andromeda recognizes the name "Muuat." She cannot say why, though, as her memories have yet to return to her. This potential link to the reason why the Player Characters are here should be plenty of motivation for them to try and contact the Muuat.

Scene 3: What Now?

Functionally, the *Ralmamaven* is operational and fully capable of deploying the Graviton Catapult stored on board. All it takes to deploy and align it is to run the pre-programmed subroutine from the bridge. Judging by everything the Players are seeing, it would be a safe bet that the Muuat send ships like the

The Muuat

The Muuat are a silicon-based lifeform that resembles molten lava in humanoid form. They traditionally armor themselves with neutronium across their entire body. Parts of this armor allow their natural bioluminescence to “peek out.” Their voice tends to be gravelly and deep.

Ralmamaven ahead to uncharted space, deploy a catapult there, and then return now that two way catapulting is possible.

However, something must be done about the radiation first. If the Players send the ship back to the Muuat as is, they will essentially be sending a “radiation nuke” hurtling through space towards an intelligent species. There it will irradiate whatever sector it lands in. And even if they “clean” the ship first, passing through the neutron stars around Muuat space will cause the hull to absorb all that radiation again.

The other point of order is that it does not appear the Players’ ship will be able to withstand the forces enacted by the catapult. If they wish to make contact with the Muuat, they must board the *Ralmamaven* and use it as their own. That or they must use what remaining benamite they have to get to the area via QSD.

The good news is that the Player Characters have all the tools they’ll need to accomplish all this. Cleaning the radiation was mentioned in the prior scene. As for keeping the *Ralmamaven* from re-absorbing the radiation, all that would need doing is installing deflector shielding. This

is made difficult by the hull being nigh impenetrable, but is possible.

Call for an Extended Task, with a Work Track of 13, a Magnitude of 4, a Base Difficulty of 4, and a Resistance of 1. The Default Task for this is either a Fitness or Control + Engineering. Just so this doesn’t turn into a dice roll of attrition, the work automatically completes after two weeks’ time.

Act 2: Muuat

Scene 1: One Last Check

If there’s any last-minute roleplaying the Player

Andromeda’s Personal Log,
Stardate 58553.6:

*I am mere hours away from potentially finding a link back to my people. A team from the ship, including myself, will be taking the Muuat vessel, the *Ralmamaven*, through the catapult. If all goes well we will arrive within Muuat territory over 3,000 lightyears away. For Starfleet and the Muuat this will be a First Contact scenario. For me it will hopefully provide some answers that I have long since wondered about.*

Characters want to do before launching into the unknown, now is the time. Once they board the *Ralmamaven*, they will essentially be relying on that ship and whatever shuttles and other technology they bring along. It’s important to note that forcefields and holograms are not something the Muuat possess.

Ralmamaven			
Systems			
Comms 8	Engines 10	Structure 15	
Computers 9	Sensors 8	Weapons 10	
Departments			
Command 2	Security 3	Science 2	
Conn 2	Engineering 3	Medicine 1	
Scale: 5	Resistance: Special	Power: 10	Shields: 15
Anti-Proton Turrets (<i>Energy, Close, 8 CD, Devastating, High Yield</i>)			
Invulnerable <i>Unless attacked by a Muuat weapon or exposed to extreme stellar conditions (i.e. a black hole), the vessel is immune to damage. Muuat weaponry is resisted as normal against the ship's scale.</i>			
Impulse Only <i>This vessel may only travel at Impulse speeds except when using a Graviton Catapult</i>			

When ready, the command to launch the catapult is given. It deploys like a sail unfurling and begins charging. Moments later the *Ralmamaven* is sent hurtling through null space.

Scene 2: Within the Veil

Read or paraphrase the following as the Players arrive:

The Ralmamaven decelerates rapidly as it leaves null space. Sensors begin feeding back data, confirming you have traveled an extreme amount of distance in a matter of minutes. They also confirm that you are within an area of space where normal warp travel is impossible. There's simply too many Neutron Stars and other subspace eddies to form a stable Warp Bubble.

A standard Sensors Sweep (Reason + Science assisted by the ship's Sensors + Science) Task at

Difficulty 1 yields that the *Ralmamaven* has arrived in a system with two Class Y Demon planets and a red giant star. The Class Y's are both volcanic in nature, atmospheres caustic. In orbit of the farthest planet are two Muuat ships and what looks like another Graviton catapult.

Regardless of who hails whom, the end result is the same. The Muuat are not prepared for the return of their long-thought-lost vessel, nor the fact it is carrying aliens. Both feed into what fares for Muuat religion. In essence, travel "beyond the veil" has been deemed to be reserved for gods only. Mortals like the Muuat are unworthy to leave their "garden." Thus, the Muuat firmly believe that these strange creatures are literal gods.

The perceived loss of the *Ralmamaven* 50 years ago is what really solidified religion in Muuat society. Prior to it going missing, the Muuat were a peaceful species of explorers. Now, though, they are religious zealots akin to Warhammer 40k's Imperium of Man. This is made further apparent if/when a Muuat sees Andromeda for the first time. All Muuat present begin praying and bowing to Andromeda as their leader welcomes "the Dohrnii and her emissaries."

GM Sidebar

The best way to play the Muuat is by taking how reverent the Bajorans are of the Prophets and ramping that up to 11. The more they revere and interact with the Players, the more the Players should feel unnerved. This is a gross violation of the Prime Directive but they can't really stop it now that it's in motion.

Andromeda comments that the name "Dohrnii" feels right. A few pointed questions from her to the Muuat is all it takes to learn that there is a major temple on the Muuat homeworld of Genvolla. It is said to contain "a treasure of the Dohrnii." The Muuat firmly believe Andromeda has come to reclaim this treasure.

Scene 3: Playing God

How the Player Characters handle this situation is difficult to predict. They could simply play along and travel to Genvolla for Andromeda's sake, or they might commandeer the catapult where they landed and return to their own ship to prevent further cultural contamination. This adventure assumes the former moving forward.

Getting to Genvolla is a simple trip through the catapult. A multitude of Muuat ships swarm the *Ralmamaven* on arrival, all clamoring to meet the Dohrnii's "Emissaries." The Muuat obey any orders without question, especially if they come from Andromeda. If left to their own devices, they will respectfully ask to guide Andromeda to the "treasure."

The temple where this "treasure" is located happens to be in the middle of a great desert. Muuat from across the planet have gathered to provide a literally glowing path into the temple for Andromeda. Many cry out in joy and prostrate themselves before her no matter what Andromeda does.

Eventually Andromeda and the Player Characters reach the center of the temple. There lies a pillar of brilliant purple light covered in alien script. It's beyond the universal translator but Andromeda can read it just fine:

May these children escape the fate of this doomed galaxy.

Interfacing with the pillar of light causes Andromeda to hover off the group for about thirty seconds as all the Muuat present begin whispering in awe. When she lands, Andromeda very quietly asks for a private room and/or a set of chambers so that she may discuss matters in private with her "emissaries." The very second she and the Player Characters are alone, she flat out says:

"You're not going to like this. Any of this."

While she does now know a great deal about her people (everything in the *Andromeda* section earlier in this book), Andromeda starts with the most pressing concern. That being that the loss of the *Ralmamaven* utterly changed how Muuat society functioned. Until it was launched, the Muuat were an extremely secular culture. They thrived on exploration and learning. And while they did recognize the Dohrnii had brought them to "the garden" in the past, the Muuat merely treated them as a benevolent species long gone.

That all changed when the *Ralmamaven* vanished. The Muuat held out hope for several years, but soon a highly zealous and religious sect consumed Muuat culture. This led them to their current state, where it is heresy to even consider passing beyond the veil. Of course, Andromeda, the Player Characters, and other Dohrnii can come and go as they please, but not the Muuat. If nothing is done, Muuat society will collapse and regress to an almost medieval state within a century.

Act 3: A Choice

There are three main ways this adventure can come to a close.

Option 1: Departure

With knowledge of her people and how to contact them in hand, Andromeda and the Player Characters take the *Ralmamaven* back to their own ship while limiting how much further they violate the Prime Directive. The effects of this decision will not be evident immediately, but it is worth telling the Players anyways. In short, this visit from their "goddess" will prompt the Muuat to one day risk heresy to travel out into the Andromeda Galaxy and conquer it in the Dohrnii's name.

Option 2: Remaining

Though the Player Characters may not wish to stay, Andromeda does feel it is her duty to help guide the Muuat back on the right path. She is

willing to remain behind and release the Player Characters from their duty of ferrying her to her people. She hopes that she can be a “benevolent” goddess and maybe one day return the favor to Starfleet. The Player Characters may rightly see this as a supreme violation of the Prime Directive. How that conversation plays out is up to them.

Proceeding with this option means the Players return on the *Ralmamaven* to their ship and then return home. Again it is worth telling the Players out of character what the result of this decision is. That being that it takes Andromeda about two hundred years to fully bring the Muuat around, but under her guidance they return to the once peaceful explorers they once were.

Option 3: Time Travel

If the *Ralmamaven* were to return from its journey before it was declared lost, then all of the cultural problems that arose from it may be prevented. This would be a major violation of the Temporal Prime Directive, though, and would mean outfitting the *Ralmamaven* with QSD.

GM Sidebar

If the Players did not recover the QSD modifications in *Paradox*, then this may be the perfect opportunity to introduce your own Q. This new Q offers the Player Characters a deal: they will send the *Ralmamaven* back in time 50 years, but it must still be the Player Characters at the helm. After they finish, Q will return them to their own time.

Should the Players opt for this course of action, both they and Andromeda will be the only ones that remember how events “really played out.” The timeline resets to the start of this mission. Instead of the derelict *Ralmamaven*, sensors detect a network of catapults and several Muuat ships in the area. First Contact must be made again, but this time the Muuat don’t start

acting like zealots when they see Andromeda. They are as they should have been.

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

My Players want to use the *Ralmamaven*’s catapult to get closer to where Andromeda’s people might be!

There’s nothing stopping them from doing so, other than the fact they may not learn why the Muuat seem familiar to Andromeda. Remind them why they’re in the Andromeda Galaxy to begin with.

My Players actually want to stay with Andromeda as her “emissaries!”

This would be a gross violation of the Prime Directive and totally unbecoming of a Starfleet Officer. Plus they would be abandoning their crew back on their ship. Remind them of these facts clearly so they realize what they’re doing.

MISSION COMPENDIUM: DEEP SPACE 24

The Enterprise under Captain James T. Kirk is but a year away from completing its Five-Year Mission. The Ceratodraco have recently joined the Federation with full member status. The Alpha and Beta Quadrants are at peace. However, there are those that would seek to destabilize the relationship between the Klingons and the Federation. It's up to the crew of Deep Space 24 to hold the line and prevent an all-out war!

These missions are designed around a K-Class Space Station, Deep Space 24, in the year 2269 and beyond. They also involve a unique species: The Ceratodraco. That makes this section a perfect primer for a TOS-Era Starbase campaign.

DEEP SPACE 24

This section gives Gamemasters an overview of Deep Space 24 and the species known as Ceratodraco. Taking descriptions and data presented here can be a great way to spruce up technobabble, maps, monologues, and so forth. As with all content provided in this book, you are encouraged to modify elements to better suit your own game.

Deep Space 24 is a K-Class Station found near the Cestus System in the Beta Quadrant. This puts the station in a strategic position near both the Klingon Empire and the Gorn Hegemony. It's not uncommon to see traders of all sorts passing through DS24 on their way to/from the Empire or Hegemony. That means the station is also an important trading hub.

DS24 uses the following stats:

Deep Space 24

Systems

Comms	Engines	Structure
8	8	9
Computers	Sensors	Weapons
7	7	6

Departments

Command	Security	Science
4	3	1
Conn	Engineering	Medicine
2	2	3

Scale: Resistance: Power: Shields:
5 5 13 12

Phaser Banks (Energy, Medium, 9 CD, Versatile 2)

Fast Targeting Systems

Docking Capacity

Repair Crews

Sturdy Construction

Secondary Reactors

Some of the above Talents are found in the *Command Division* supplement on page 95.

For GM purposes, you can find large maps that break down each deck [here on Cygnus-X1](#). You can also use the following (brief) listing to help figure out hotspots for your players.

- Deck 1: Ops
- Deck 5: Lounge
- Decks 6-7: Guest Suites
- Deck 8: Auditorium/Function Area
- Deck 9: Station Manager's Office & Conference Room
- Decks 10-12: Officer Quarters
- Decks 13-15: Crew Quarters
- Deck 16: Promenade, Sports Facilities, and Restaurants
- Deck 18: Sickbay
- Deck 19: Crew Quarters
- Deck 20: Main Engineering
- Deck 21: Security & Holding Cells
- Deck 26: Science Labs
- Deck 37: Shuttlebay

The K-class station in general is an all-purpose design that entered into production in the late 2230s. They're primarily used for civilian roles such as supply depots, repair facilities, and planetary bases. Starfleet typically uses the K-class as a Starbase in a temporary fashion while a *Watchtower*-class station is being built, but there are a few K-Class stations that have become fully-interred Starbases of their own.

Modularity is the K-Class' main selling point. Up to five arms (two minimum) can support additional docking points as well as modular towers. These modules can range from storage bays, laboratories, commercial space, offices, and so on. Each residential tower can accommodate up to 100 guests, and the station itself can be run with as few as twenty staff.

Despite this modularity, however, K-class stations typically lack offensive weaponry and rely on starships for any prolonged defense. The shielding on a K-class is usually minimal and designed to ward against radiation and similar stellar phenomena.

Optional Attachment: U.S.S. Anubis

The *U.S.S. Anubis*, a *Hermes*-class (Found in the *Command Division Supplement*), can be attached to Deep Space 24 if you deem it necessary for your Players to have the means to leave the station aside from *Executive*-class shuttles (which are basically TOS-Era Runabouts and use the stats for a Captain's Yacht). Specifically, the *Anubis* has the **Scientific and Survey Operations** Mission Profile and the Advanced Sensors Suites Talent.

IF THE SHOE FITS

The Player Characters have just arrived at Deep Space 24 to be the station's newest crew. As they settle in, an important diplomatic conference is set to take place. Ambassadors from the Federation, Klingon Empire, and Gorn Hegemony have all journeyed here to DS24 to discuss activity along the shared border between the three entities. And to further this conference's importance: This is the first time a Gorn Ambassador has ever stepped foot onto a Federation Station.

While the Player Characters keep the conference running smoothly, a wrench is thrown into their plans. Specifically, the Gorn Ambassador is found dead in their quarters. And if that wasn't bad enough, all signs point to the killer being from the Federation. What follows is a race against time to uncover the truth before the Klingons and Gorn attack the station in retaliation!

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Do not give either the Gorn or the Klingons a cause for War
- Ensure relations with the Gorn do not break down

Adapting this Mission to other Eras

Key to this mission is the political bickering and tension present between the three major powers. The Khitomer Accords are not signed until 2293, and even then, the Klingon Empire and the Federation are not truly "friends" until 2344 when the Enterprise-C is lost in the Battle of Narendra III. This means that campaigns set in the TNG-era must adjust accordingly.

In addition, the Gorn were not known to the Federation until 2267. This means that NX-era campaigns will need to use a different alien species as stand-ins for the Gorn.

GM Sidebar

This mission plays out like a murder-mystery, meaning that a slight adjustment in how you run the mission is needed. Particularly, you'll want to provide clues to the Players to keep them going, even if they completely fail their rolls and/or pursue the wrong angle. This can mean changing what the clue is or where it's found. Your main goal should be to keep the intrigue going without letting the Players spin their wheels.

Act 1: New Arrivals

CAPTAIN'S LOG

Captain's Log, Stardate 5812.3

I'm currently in route to Deep Space 24 along with my new Senior Staff. The journey has given us some time to get to know one another, and I look forward to learning more about them as time permits.

However, it seems that very same time is at a premium. An important diplomatic conference is to take place on DS24 not two days after our scheduled arrival. Starfleet Command has made it abundantly clear that everything is to be done to keep relations with both the Klingons and the Gorn from breaking down.

Scene 1: We're here now...

This scene starts off with the Player Characters a few hours prior to their arrival at DS24. This is a good opportunity for the crew to introduce themselves and for some “feeler roleplay” between the Players.

When it feels thematically appropriate, the Player Characters’ shuttle arrives within visual range of Deep Space 24. In true *Star Trek* spirit, the GM is encouraged to do a fly-by description that shows off the station and where the Player Characters will be living their lives for the foreseeable future. Importantly, there is already a Klingon D7 Battle Cruiser and a Gorn Raider docked with the station.

Scene 2: Change of Command

The previous Captain of the station, an Andorian by the name of [Soth Th'rhoras](#), meets the Player Characters at the airlock and welcomes them aboard. He is happy to show them around, but would prefer to handle the official change of command as soon as possible. That way more time can be devoted to preparations for the conference that's taking place in 40 hours.

Th'rhoras does not envy the Player Characters for having to deal with such an affair in their first week. The Klingon Ambassador, [Uhali Ocech](#), has been nothing but trouble since her arrival. She's demanded countless changes to both her accommodations and to the planned proceedings, much to the chagrin of the Federation Ambassador, a Caitian by the name of [H'Nus](#). The Gorn Ambassador, [Azsach](#), has not left their ship yet but has signaled they are ready for the conference and will be on time.

Once the change of command has taken place, Th'rhoras recommends that the Player Characters check in with Ambassador H'Nus and see what needs doing prior to the official conference start time.

Scene 3: Damn Klingons!

It turns out Th'rhoras was drastically underplaying how much of an annoyance Ambassador Ocech has been thus far. H'Nus immediately launches into a tirade about how “nothing he does seems to please that woman!” He also has a whole list of further “demands” that need doing prior to the conference. Said list should be tailored to the Player Characters, but in general covers the following areas:

- Changing the ambient station temperature by +10 Kelvin
- Replacement of the seats that the Klingon delegation will be sat in during the conference. Turns out Klingons hate comfy chairs.

- A full feast prepared of traditional Klingon dishes to be available during the conference
- The heavily-implied displeasure that there will be Tellarities present during the conference

GM Sidebar

These are excellent sources of starting momentum for the Players. Or perhaps even interesting complications should their rolls not be stellar! Use your best judgement for what a specific “demand” entails roll-wise, though the Difficulty of these Tasks should not exceed 1. For example, the first task above of changing the station temperature could be a Control + Engineering to do the work themselves or perhaps even a Presence + Command to pull rank on a complaining Engineer.

How the Player Characters deal with these tasks will color what sort of mood Ocech will be in once the conference starts.

Act 2: The Conference Sours

Scene 1: Diplomacy

The actual conference takes place on Deck 8 in the Function Area and the surrounding rooms. The Gorn Delegation of three individuals does not arrive until ten minutes prior to the start, which has the effect of making H’Nus sweat bullets. He quickly shakes it off, though, and quickly launches into the proceedings right on time.

The actual content of the conference is dry and typical politicking between diplomats. Should any Player Characters be present, require them to make a Fitness + Command at Difficulty 1 to avoid nodding off to sleep. Should Ocech or Azsach catch them nodding off, this will start a whole argument about whether the Federation is taking this conference seriously. It will also land the Player Character(s) in hot

water later. But not as hot as what happens after the conference breaks for the day.

Scene 2: The Dead Ambassador

The following day, the Gorn delegation does not show up at all to the scheduled continuation of the conference. A security team must be sent to find them. They will have to override the door controls of the room assigned to Azsach, only to find them dead on the floor inside. They’re covered in stab wounds, and in their claws is a torn portion of a Starfleet uniform with Starfleet’s symbol on it.

It’s right about then that the two Gorn that came aboard with Azsach arrive and demand to know what has happened. If the Player Characters involved are unable to calm them down, this could turn into a firefight! Otherwise, the Gorn are understandably upset at the death of their Ambassador. They demand that Starfleet produce the murderer in 12 hours’ time, else “retribution will be swift!”

This starts a ticking time clock for the Player Characters. How that translates to game time is something the GM should decide dependent on how much roleplaying is occurring and what actions the Player Characters are taking. A general rule of thumb is that this timer is twelve intervals long. This is especially important should any extended tasks occur.

The List of Clues

This section details the different clues that can be found through investigation. Remember that they need not be presented in order, only that the Players do obtain this information in some way, shape, or form.

The following clues can be discovered at the crime scene with an Insight + Security at Difficulty 2:

- The last time the door was opened (prior to the security team arriving) was at ten minutes past midnight. Before that the door remained closed for a period of about six hours. As this is the TOS-era, there are no logs of who came in or out of this door.
- The fragment of uniform seems to be gold in color, which implies that it belongs to a Starfleet member in the Command Department.

An autopsy can only be performed if the Station Commander is able to convince the Gorn to allow it in the first place. This requires a Presence + Command at Difficulty 3. Should they not succeed, then the Gorn take the body back to their ship. On the flip side, the following information can be learned via an Extended Task with a Work Track of 10, Difficulty of 4, Resistance of 1, Magnitude of 3, and a Default Task of Reason + Medicine:

- Ambassador Azsach is actually female
- Azsach's time of death was roughly around midnight
- The stab wounds were made with a Klingon D'k tahg Dagger
- There are no self-defense wounds or any sign that there was a struggle

If any attempt to identify the DNA on the uniform fragment is made, the result returns a Crewman by the name/rank of [Chief Thompson](#). Thompson has a somewhat believable alibi that he was playing racquetball at the time of the murder. Indeed, there are several eye witnesses that can confirm this fact despite the odd hours. However, those same eye witnesses claim that they saw Thompson in two places at once!

What's really going on is that a disguised Klingon has been surgically altered to look like Thompson. They snuck on-board and laid in wait for Ambassador Azsach to fall asleep in

their assigned quarters. Then, after the murder, they were to escape back to the docked Klingon ship with no one, not even the Captain of that ship, nor Ambassador Ocech, being any the wiser. However, this "spy" is still aboard somewhere!

Scene 3: Tracking a Spy

If there is time remaining before the countdown finishes, or the Station Commander has bought more time, then the next scene should involve the capture of this spy. How this is accomplished depends on how the Player Characters wish to go about it. Two possible options are presented below, but feel free to modify or come up with your own!

OPTION 1: A full security sweep of the station. This is an Extended Task with a Work Track of 12, Difficulty of 4, Magnitude of 4, and a Default Task of Insight + Security.

OPTION 2: Exposure of crew to a "tribble test." This may seem a comical response to a grave situation, but if it worked for Kirk it can work here as well!

Regardless of how the Spy is outed, it ends in a firefight. Use the stats for a Klingon Veteran as found on Page 318 of the Core Rulebook. They have a Disruptor Pistol and their D'k tahg Dagger. They will not be taken alive unless the Player Characters act with overwhelming force and speed to knock them out. If they do so, then the Player Characters have a Klingon Spy to interrogate. If they do not, however, then the only clue they'll get is the Spy's dying words of "The Network will break you!"

GM Sidebar

This "Network" is actually the beginnings of the meta-plot that connects all the adventures in this compendium. Specifically, the "Network" is a group of Klingon and Orion mercenaries specifically set on destabilizing relations

between the Federation and the Klingons. They act in the shadows and are tight-lipped if one of them is ever taken alive. This is expanded upon in future adventures.

Act 3: Stopping a War

How Act 3 plays out depends on how well the investigation went.

The Spy is Captured

The Gorn turn to the Klingons for answers, who have none. The former demands that the Spy be handed over to them, while the latter do much the same. Whomever doesn't get the spy (or possibly both if the Player Characters don't wish to turn them over) leaves the station in a huff and promises that this will reflect poorly on both the Federation and the other faction.

The Spy is Killed

The Klingons deny any involvement with the Spy. If the body is handed over to the Gorn, then there is enough evidence to prevent them from attacking Deep Space 24. They still will not be thrilled, but such is the situation.

The Investigation Ran Out of Time

If the Player Characters do not find enough evidence in time, or the Spy escapes, then it falls heavily to the Station Commander to try and use diplomacy to prevent open conflict. Should that fail, then actual Starship Combat breaks out between all three factions. The Klingons fight to the death if not given a good reason to flee, while the Gorn limp away after taking three or more breaches. This is probably the worst of the three outcomes and will poorly reflect on the Federation for sure.

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

One of the Player Characters said or did something that really upset an Ambassador!

This could be a good source of drama and tension once Azsach's body is found. It also provides opportunity for more senior officers to pull rank and/or hand out punishment if they judge it needed.

An important source of clues (i.e. the Autopsy) got taken away from the Players!

Adjust how that information reaches the Players' ears. Perhaps they don't learn that Azsach was killed by a Klingon weapon, but that they do find out the rough time of death from overhearing one of the Gorn.

It looks like Deep Space 24 is going to be destroyed!

Bring in additional Starfleet ships as part of some cavalry. They can mop up the combatants and save the station, but at a rather hefty cost to relations in the area.

MIRAGES

The Ceratodraco are eager to try their latest holo-technology and Deep Space 24 is the perfect candidate. After installation and initial testing, the holo-tech appears to be a welcome addition to the recreational facilities aboard the station.

All seems well until some of the crew begin acting oddly. More specifically, as if they are being controlled or otherwise manipulated into performing acts they would not normally carry out. This effect continues to grow, turning matters into a race against time to discover the cause before the entire stations succumbs!

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Test out the Ceratodraco Technology
- Be on the lookout for information regarding “The Network”

Adapting this Mission to other Eras

The adoption of holo-technology on a wide scale is something that is contested in official canon. NX-era campaigns would be limited to Holo-rooms like the one seen in ENT 1x05: *Unexpected*. TNG-era campaigns will generally have holodecks present on their stations, and thus this new technology should add “something new to the mix.” TOS-era campaigns, i.e. the default era of this compendium, lines up with what is seen in *The Animated Series* and *Discovery*.

GM Sidebar

This mission is meant to give TOS-era campaigns a chance to experience the classic “Holodeck Episode.” However, this is actually the B-Plot rather than the A-Plot. You’ll want to balance the information presented in this adventure to keep the Players guessing as to what’s the real cause.

Connecting to Other Adventures

If you are running the adventures in this book in sequential order, then this mission should follow *If the Shoe Fits* after a few weeks of in-universe time.

Act 1: The Dragons Are Here

CAPTAIN'S LOG

Captain's Log, Stardate 5851.4

With the excitement of the conference behind us, things have fallen into a routine here on Deep Space 24. It's a welcome change of pace after what we went through a few weeks ago. In particular, I'm looking forward to seeing the test of some brand new holo-technology courtesy of the Ceratodraco.

Scene 1: They Come Bearing Gifts

Arriving at the station is a Ceratodraco Engineering Team led by [Master Chief Aria](#). Their goal is to turn some of the space on Deck 16 into two premiere holo-suites using the Ceratodraco's advanced technology. Aria herself is a no-nonsense Master Chief that's not afraid of speaking her mind or otherwise pulling rank on her team. Business first, then pleasure, as the saying goes.

It will take about three days' worth of work to get the holo-suites up and running. If the Player Characters would like to speed that up then they can assist with Presence or Control + Engineering checks at any Difficulty 2 or lower. Otherwise this is a perfect time to engage in some downtime roleplaying and/or advance any personal plot lines among the Player Characters.

Scene 2: Time to Test it Out!

Once the holo-suites are up and running, it's time to put them through their paces. The Player Characters are invited to try whatever program(s) suits their fancy. A sample list of programs includes:

- An Earth "Old West" style adventure
- A Risan Seaside
- Skydiving on Vulcan
- Kayaking the Ice Fjords of Andoria
- A Ceratodraco training simulation

GM Sidebar

As has been mentioned already, the programs above are meant to give the Players the illusion that the holo-suites are the A-plot of this mission. In reality, they are the B-plot in that they are a vehicle to the main one. Feel free to linger in this scene as long as the Players are having fun!

Scene 3: Was that Always There?

At some point during the holo-suites testing, the Player Characters are informed that the Engineer in charge of Beta Shift has found something odd. More specifically, there's several redundant deuterium tanks that were not there last shift. They're not full of anything, and thus are no danger to normal station operation. However, there's no indication of why they were installed or who actually did the work. This is the beginning of odd events on the station.

Act 2: Everyone's Going Mad!

Scene 1: More Strange Events

As time progresses on the station, more and more odd occurrences crop up. A sample list of such includes:

- Medical staff applying the wrong dosage or wrong medication to patients
- Engineers losing tools or otherwise finding them in strange places

- Gamma Shift turning up to their stations three hours early
- It's impossible to not roll a strike in the bowling alley
- Ensign Jensen isn't in Sick Bay 26/7 like he normally is
- All the drinks served on the station are carbonated
- Equipment Safeties are failing at a rapid rate

Some of those events are red-herrings meant to keep the Player Characters from immediately suspecting the new Ceratodraco Engineering Team and/or the Holo-suites. They still might, and they'd be half right. The problem *is* with the Holo-suites, but not because the Player Characters are trapped within a simulation within a simulation or something along those lines.

Instead, it seems that “The Network” has managed to sabotage the holo-technology such that it’s putting out low level zeta-band frequencies. These frequencies subtly influence all species save Tellarites and Ceratodraco. This influence starts off relatively benign, like hypnosis, but rapidly grows to full mind-control effects with further exposure. It should therefore be no surprise that the effects are concentrated on those crewmen that live on Deck 15 above the holo-suites.

Mind Control Effects

Those Player Characters that are not Tellarites or Ceratodraco are just as vulnerable to the zeta-band frequencies as any other member of the station’s crew. For every two intervals that pass, increase the complication range of those Player Characters by 1, to a maximum of 5 (16 to 20). Any further intervals past that means the character in question is subject to GM intervention at the cost of three Threat.

For example, a security officer that is being controlled might suddenly draw their phaser

and take a shot at the reactor core or another crewman. They have no memory of the event or any explanation as to their actions. This intervention can occur mid-conversation for extra effect.

The key is not completely removing Player agency. They should still be able to play their characters without the GM intervening every other sentence.

Scene 2: Finding the Cause

Tracking down the cause of the zeta-band transmissions is an Extended Task with a Work Track of 16, Magnitude of 4, Difficulty of 5, and a Default Task of Control + Engineering. Succeeding on this Extended Task does indeed point the Player Characters at the emitters for the holo-suites. If questioned about them, Master Chief Aria has no idea why they’re malfunctioning like this. She immediately takes the suites offline and vows to track down who messed with her work.

Turning off the holo-suites does not completely stop the mind control effects, though. They grow at a much slower rate (four intervals as opposed to two) yet are still a grave concern for all on the station. There’s multiple ways the Player Characters can go about trying to limit the spread and/or finding a cure. Several are presented below, and you are encouraged to run with any Player ideas that sound good.

OPTION 1: Installation of proper shielding in certain rooms on certain decks.

OPTION 2: Studying the Tellarite and/or Ceratodraco physiology to determine what makes them immune

OPTION 3: Hunting down all sources of Zeta-band emissions and destroying them

In general, you will want to mix regular Tasks with Extended ones. A general rule of thumb for Difficulty is to start at 3 and slowly increase it as

intervals/threat allow. Meanwhile, more and more threats to the station's existence keep occurring (like the earlier security officer example). This gives the feel of the station spiraling out of control and puts the Players on edge!

Act 3: Who the Hell are You?

Assuming the station hasn't all gone mad at this point, Master Chief Aria reports in that she's determined who messed with the holo-suites initially. Well, not a specific person, but distinctive nonetheless. The DNA belongs to a Klingon. Another surgically-altered one, to be more precise. Much like in Act 2 Scene 3 of *If the Shoe Fits*, this should turn the Player Characters into bloodhounds searching for this saboteur. The difference this time is that the double-agent actually allows themselves to be taken without much of a fuss once discovered.

This then lets the Player Characters interrogate their captive and get some answers. The double-agent goes over the basics (how it's Klingons and Orions outside the Empire working together, surgically-altered Klingons being the normal infiltration method, etc.) but stops dead when asked their true name and/or who got them to the station in the first place. Quite literally, in fact. A kill-switch is activated remotely that instantly fries the brain of the double-agent.

In trying to track down where the kill-switch's signal came from, it should come out that there was a cloaked vessel just off of the station for several days. How they knew to kill their agent just then is a bit of a mystery, but the fact they had the means to do so on-demand and control those on the station should be a major cause of concern with the Player Characters.

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

My Players spent the entire session in the Holo-Suites!

Nothing wrong with that! You can start the next session with things going wrong. Or perhaps when they do leave, they find the station on fire (perhaps literally).

The Players are trying to interrogate the Ceratodraco Team and are stuck thinking they're to blame!

Subtly suggest via roleplay with those NPCs that the Ceratodraco could have done a lot more damage if they were deliberately trying to sabotage the station.

PAYBACK

An otherwise quiet day on Deep Space 24 turns violent when a Klingon Battlegroup decloaks and begins attacking the station. They believe DS24 to be the hub of a shadow network that has been interfering in Klingon affairs, the very same network the Player Characters encountered in *If the Shoe Fits* and *Mirage*.

After deescalating the situation in some way, the crew of DS24 must take the fight to “The Network” by teaming up with the Klingons in a search for the Network’s leader.

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Do not start a war with the Klingons
- Neutralize “The Network”

Adapting this Mission to other Eras

This is a fairly straight-forward mission with focus on starship combat. You need simply adjust the type of ships present to adapt this mission to other eras.

GM Sidebar

As said above, this mission is heavily focused on ship combat. You will want to read up on those sections of the rules prior to running this adventure.

Connecting to Other Adventures

If you are running the adventures in this book in sequential order, then this mission should follow *Mirage* after several months to a year of in-universe time. This gives you ample time to add more encounters with “The Network” with your own personal flair and/or explore other possibilities with a Station-based game.

Basically, use this mission as a “Season Finale!”

Act 1: A Rude Awakening

Scene 1: Klingons!

Unlike most adventures written by ELH, this one does not start with a Captain’s Log. Instead, the action starts right away with Klingons decloaking and opening fire on Deep Space 24. Specifically, there are two D7 Battle Cruisers and one B’Rel Class Bird-of-Prey. The B’Rel gets the first shot in with its Disruptor Cannons before the station’s shields go up, meaning that the Player Characters must immediately deal with at least one breach!

How far the fight goes depends on several factors:

- How convincing is the Station Commander at getting the Klingons to talk with words, not with weapons
- How well the Klingons are rolling
- How well the Player Characters are rolling

The key distinction to make is that the Klingons will not completely destroy DS24 before giving the Player Characters a chance to surrender. Likewise, Player Characters should ideally offer the Klingons a chance to talk things out before destroying them.

Scene 2: But it was you, not I!

The battlegroup’s Commander, a Klingon Warrior by the name of [Klavi](#), starts the “negotiations” by outlining what he knows of “The Network.” Specifically, that several mining facilities along the border have experienced sabotage as well as several ships going missing. All signs point to this shadow network being involved, and the home base to be DS24.

Klavi is certain of the last fact because his underlings were able to trace a transponder signal straight to the starbase. If either the Klingons or the Player Characters then run an intense scan of the local area (Reason + Science

assisted by the Station's Sensors + Science at Difficulty 3) then they will find that the transponder is actually coming from a cloaked ship!

Act 2: After Them!

Before either party can get a hold of this cloaked ship, it immediately jumps to warp in an attempt to escape. How the Player Characters pursue them is dependent on several factors.

If the *U.S.S. Anubis* is attached to the station, and it is still in one piece, then the Player Characters can chase after the cloaked ship that way.

If the *Anubis* is not attached to the station, then Klavi might be willing to take the Player Characters along on his D7 if they speak about honor and clearing their name.

If all of the D7s have been disabled/destroyed and the *Anubis* is not present, then the fallback option is commandeering a Civilian Transport (Beta p. 98) in the local area that has Phase Cannons (CMD p. 55). The Captain, an Andorian, is not happy with this but cannot stop Starfleet from doing so.

What follows should be a series of Science and Engineering Tasks, assisted by whatever ship the Player Characters are on, ranging from 2 to 4 Difficulty. These Tasks work on a track. Three successes mean they catch up to the fleeing vessels, while three failures mean their quarry gets away.

In the event of the former, use the stats for a Raptor Scout (Beta p. 88). Capture of the vessel is preferable so that the crew there can be taken as prisoners, but they aren't going to make it easy on the Players!

You have the option of playing out boarding actions, or simply glossing over it. If you do opt

for it, use the stats for three Klingon Warriors and two Orion Breachers (Beta p. 111).

Act 3: Resolution

How this mission resolves depends on how things played out prior to this.

The Network's Ship is Captured

The Orions and Klingons aboard are taken into custody either by Starfleet or the Klingon Empire. Tensions between the two powers die down, and the remnants of this network are hunted down until there is no trace of it remaining.

The Network's Ship Escapes

The Player Characters return empty-handed to Deep Space 24. They will not suffer any further meddling from The Network, but also will not have the satisfaction of a true "win." Depending on how much damage was done to the Klingons in Act 1, this might also mean the Player Characters have pushed the Empire and the Federation that much closer to war!

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

My Players destroyed all the Klingons without giving them time to speak!

That would be a huge problem given their directives, but can still be managed. Have The Network's ship taunt the Players for doing their job for them, which in turn gives their cloaked ship away.

The Klingons fatally injured all the Players!

Make the focus on that and how the players heal/escape rather than whether the Network ship gets away or not.

MISSION COMPENDIUM: DARK MIRROR

Empress Hoshi Sato, long may she reign, has graciously allowed the engineers of the Terran Empire to examine and reverse-engineer her flagship, the Defiant. It has led to many technological advances that have allowed the Empire to further subjugate other species and acquire new stellar territory. Meanwhile, the greatest minds of the Empire have successfully enhanced the Human genome to create a new subspecies known as the Csini. Both of these combined have led to the launch of the I.S.S. Bonaventure, a brand-new class of ship that will bring glory to the Terran Empire.

This particular set of missions has been specifically designed around the Mirror Universe as it develops past the “In a Mirror, Darkly” episode of *Enterprise*. It involves a unique ship (the *Bonaventure*) and a unique Human-Variant (*Csini*) all set in the NX-Era.

Mirror Universe Disclaimer

The Mirror Universe is a parallel universe that coexists with the Prime Universe in the same space, but on another dimensional plane. It is named such because most places, ships, and people who exist in regular universe are represented by their antithesis in the mirrorverse. In other words, good aspects become evil, and vice versa. Thus, “mirror-like.” You can find further reading on the subject [here on Memory Alpha](#).

This mirror phenomenon is especially important as it pertains to how the *Star Trek Adventures* game plays out. Where the “normal” campaign of *Star Trek Adventures* is all about exploration and cooperation, a mirror campaign is all about domination and backstabbing. To make a contemporary comparison, consider the difference between a “Good-aligned Party” and an “Evil-aligned Party” in *Dungeons & Dragons*.

There is a huge emphasis on xenophobia and Humanity always being right. As such, most conflicts in the Mirror Universe occur between Humanity and other alien species. Some aliens are present on Terran Starships, but for the most part only Humans and Augments (like the Csini) make up the crew.

It’s important to set expectations with your Players from the very first time you gather at the table, virtual or otherwise. It is perfectly fine to scheme and foil other Player Character plans, but the Player Characters still need to be able to work together towards a common goal. The Players must also resist the urge to metagame the actions of other Player Characters even if it would disrupt their own plans. Any Player vs. Player scenario should be consensual and have a good reason as to why the narrative led to it. If your Players do not agree to these expectations, or are not comfortable with a darker narrative, then it may be best to run a more typical *Star Trek Adventures* campaign in the Prime Universe.

I.S.S. BONAVENTURE

This section gives you an overview of the *I.S.S. Bonaventure* and the *Bonaventure*-class in general. Taking descriptions and data presented here can be a great way to spruce up technobabble and (GM) monologues alike. These details come straight from Memory-Alpha, Memory-Beta, and other reputable sources of *Star Trek* canon.

Design History

The *Bonaventure*-class was brought into service after the success of the *NX*-class and related designs. It marked a radical change in starship design, similar to that between the original *Phoenix* piloted by Zefram Cochrane and the *NX*-class. Most of the technology advances came from studying the *U.S.S. Defiant* (NCC-1764), a *Constitution*-class starship from the Prime Universe that served as Empress Sato's flagship.

The downside to the *Bonaventure*-class is that most of the technology aboard is untested. It is underpowered, yet over-gunned, for a ship its size. This substandard power generation is a direct result of powering the multitude of experimental systems. It's not unheard of for Engineers to completely disable power (including Life Support) to several decks in order to meet their Captain's demands for more power.

Building the I.S.S. Bonaventure

It is encouraged that everyone at the table be involved in the generation of the ship sheet for the *I.S.S. Bonaventure* (NCC-1000). By default, the *Bonaventure*-class has the following stats:

Systems		
Comms – 6	Engines – 6	Structure – 8
Computers – 7	Sensors – 7	Weapons – 8
Departments		
Command – 1	Security – 2	Science – 0
Conn – 0	Engineering – 0	Medicine – 0

Scale: 4

Attacks:

- Phaser Banks
- Experimental Photon Torpedoes
- Tractor Beam (Strength 3)

Talents:

- **Experimental Photon Torpedoes** – This vessel is equipped with experimental torpedoes. Their Range is Long, and their base damage is 2 □ Vicious 1 with the *High Yield* and *Calibration* qualities.
- **Redundant Systems** (Core p. 257)

It is recommended that you take the Tactical Operations Mission Profile, though other profiles will work just as well, save for Science and Survey Operations. This will ideally give the *Bonaventure* a Security score of 4, which allows it to have a second Tactical Station. Such a station allows for two attacks a Round without penalty in Starship combat (see Core p. 258 and/or [this post on the STA Subreddit](#)).

Recommended Talent choices include Advanced Sensor Suites, Fast Targeting Systems, Improved Hull Integrity, Improved Power Systems, and Secondary Reactors. These will give the *Bonaventure* some teeth, allow it to fight longer, and/or better manage non-tactical scenarios.

For GMs wishing to use art of the *Bonaventure*, a top-down, side, and orthographic view can be found [here on UnusualSuspex's DeviantArt page](#).

POLISHED MIRROR

SYNOPSIS

The Player Characters arrive as a group at the Antares Fleet Yards. There they are given the honor of being a part of the *I.S.S. Bonaventure's* launch and subsequent shakedown cruise. This gives Player and GM alike the opportunity to flesh out characters and to learn or refresh their knowledge when it comes to Starship Combat.

Following the shakedown, a distress call comes in from the *I.S.S. Kobayashi Maru*. It is currently under attack by the Alliance, also known as the Rebellion. What the Player Characters don't know is that this is a honey trap. The *Kobayashi Maru*'s Captain has made a deal with the Alliance such that they will be given control over the *Bonaventure* once the Player Characters and their crew are wiped out. It's up to the Player Characters to ensure the Terran Empire's new flagship does not fall!

Directives

The Mirror Universe still has a Prime Directive, but it is drastically different than the one found in the Prime Universe. Specifically, it reads as follows:

All Starships must ensure that the Terran Empire's development is not interfered with by any alien life or society.

In addition to this Mirror Prime Directive, the Directives for this mission are:

- Respond to any Terran Empire distress call and provide assistance
- Do not allow the *Bonaventure* to be captured by the enemy

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

Adapting this Mission to other Eras/Ships/Universes

Central to the plot of this mission is maintaining the feeling that this is the first excursion for

whatever starship the Players may have if not the *Bonaventure*. The ship should be special in some way, to the point that the enemy (The Rebellion in this case) would risk everything to capture it. Also, the *Kobayashi Maru* should be given a different name if this mission is not run in the Mirror Universe.

GM Sidebar

The initial part of this mission is more or less a newbie walkthrough that will introduce the Player Characters and let them learn-by-doing starship combat before the actual battle with the Alliance occurs. If you wish to use this adventure with a more experienced group, you'll want to modify or perhaps outright remove the first Act.

In addition, this mission deliberately subverts the expectations of Players with knowledge of *Star Trek* lore. In the Prime Universe, the *Kobayashi Maru* is a well-known test designed to test Starfleet cadets on how they handle a no-win scenario. Here it's an ambush meant to show just how powerful the *Bonaventure* is.

Act 1: New Beginnings

Scene 1: Who are You?

CAPTAIN'S LOG

Captain's Log, Stardate Sato-05.3

I am currently en route to the Antares Fleet Yards with my Senior Staff. There we will have the great honor of taking command of the I.S.S. Bonaventure. It is to be the first in a new breed of ship, one specifically designed after Empress Sato's own flagship.

Surprisingly, none of the Senior Staff have tried to kill me yet. I did have to throw one of them into an Agony Booth for questioning my choice of Coffee, but other than that things have been peaceful.

Which, in my experience, means the shoe is about to drop.

Starting with a Captain's Log (or any character's log really) is a great way to establish a timeline and common knowledge among the Players. It also gives the person reading the log a chance to insert their own thoughts and feelings about events both involving them and those occurring in the great galaxy. Not every session needs to start with a log, but I personally recommended doing one for the start of each mission.

Once the log is done (or you want to jump right in), open the scene with the Player Characters aboard the *I.S.S. Stellar Flare*, a *Daedalus*-class (see p. 52 of the Command Supplement). The *Stellar Flare* is about three hours out from the Antares Fleet Yards. This is a perfect time for everyone to introduce their characters to one another. Some Players will want to go into depth about their character, while others will simply stick with a name, rank, and position for now. Both are perfectly fine, though you should definitely encourage the former!

Some groups will naturally fall into roleplay for this initial scene. Others will require a bit of a push. A good push is a Player Character or Supporting Character returns from the Agony Booth. An Agony Booth is a disciplinary device on Terran Starships for the purpose of torturing disobedient officers. It is capable of stimulating the pain center of virtually any humanoid, first developed by Doctor Phlox and Major Malcolm Reed in 2155. Thus, the character coming back from it should be feeling a whole slew of emotions towards their torture. This can serve as a launching point into roleplay about Player Character interactions and any expectations the ranking officer might have about how things will be run on their ship.

Should that fail to get your Players roleplaying, consider introducing an assassination attempt from one of the *Stellar Flare*'s crew. Otherwise move onto the next scene when it feels natural for your group. You'll want to keep in mind that there is a greater adventure to be had here and that a game session is only but so long.

Scene 2: The Bonaventure

Read aloud the following:

A panel on the wall chirps as you feel the Stellar Flare slow down from Warp. "We're here," says Captain Joshua. "Now get off my ship before I decide to kill you and take your command for myself."

It takes but a few minutes to reach the airlock, by which point the Stellar Flare has docked with the berth containing the Bonaventure.

The Player Characters will be directed to the *Bonaventure*'s bridge post haste. Waiting for them is none other than Empress Sato herself. Her Royal Guard is present as well, making it very clear that this is both an honor and that any assassination attempts are doomed to fail. The Empress gets straight to the point. She hands the highest-ranking officer (presumably the Captain) the *Bonaventure*'s official orders,

offers a quick congratulations, reminds them that she will be keeping a close eye on them, and then disembarks.

The official orders are the standard fare for any Terran Starship. That is to say the *Bonaventure* is to *Seek out New Life, and New Civilizations, to Conquer*. They also include a mandated shakedown cruise in the local sector.

How quickly the Players get going on that is entirely up to how deep into the roleplay they wish to go. They might cover everything, such as crew introductions and the bottle christening, or they could simply launch the *Bonaventure* without fanfare. Again, tailor the length of this scene to your particular group of Players.

Scene 3: Shakedown

The recommended Shakedown procedure is as follows:

- Navigate at impulse through a nearby Asteroid Belt
- Scan a satellite in the test area
- Use the transporters to beam a dummy package on and off the satellite
- Destroy at least one training drone
- Commence a short Warp jump
- Recover Power
- Review the Results

Of course, the Player Characters may have different plans in mind. Feel free to modify the plan to suit your group's needs. This section continues on assuming you are following this list, though.

Each task in the above list is broken down as follows:

Navigating the Asteroid Belt:

An Impulse action by the Flight Controller. As per the Core Rulebook (CRB) on page 222, that means a Control + Conn assisted by the ship's

Engines+ Conn at Difficulty 0. This also costs 1 Power.

Scanning a Satellite:

A Sensor Sweep action by the Operations Manager. As per CRB p. 222, that means a Reason + Science assisted by the ship's Sensors + Science at Difficulty 1. The increased Difficulty from the norm (0) is to represent the fact that this satellite is highly technical and meant to test how precise the *Bonaventure*'s sensors are.

Transporting the Package:

A Transporters action by either the Chief Engineer or the Operations Manager. As per CRB p. 224, that means a Control + Engineering assisted by the ship's Sensors + Engineer at Difficulty 3. The increased Difficulty is due to the target not being on a transporter pad. This also costs 1 Power.

Destroying Training Drone(s):

A Fire Weapon action by the Chief of Security. As per CRB p. 223, that means a Control + Security assisted by the ship's Weapons + Security at Difficulty 2 so long as they are firing Phasers. This costs 1 Power. If they fire torpedoes then the Difficulty becomes 3 but costs no Power. Keep in mind that each type of weapon has an optimal range category. This is important as any weapon fired at a non-optimal range increases in Difficulty by +1.

Warp Jump:

A Warp Action by the Flight Controller. As per CRB p. 219, this means spending whatever Power remains at this point and performing a Control + Conn assisted by the ship's Engines + Conn at Difficulty 0.

Recover Power:

A Power Management Action by the Chief Engineer or Operations Manager. As per CRB p. 224, this means a Daring or Control +

Engineering at Difficulty 2 that can Succeed at Cost. Normally you get 1 Power back on a success, plus 1 for every Momentum spent. For test purposes, though, this restores the *Bonaventure*'s Power to full.

Review the Results:

A Rally Action by the Commanding Officer or Executive Officer. As per CRB p. 222, this means a Presence + Command at Difficulty 0. Players are free to embellish about the reports that come in from across the ship as well as any observations they may have from the above tests.

Act 2: Kobayashi Maru

Scene 1: The Distress Call

As soon as the Shakedown Cruise has concluded, a Distress Call comes in. There are a few ways you as the GM can introduce this to your Players. The first option is to give the text of it to your Operations Manager or whomever would be watching Communications. The second option is reading it aloud yourself. Whichever method you choose, make sure the Players get the following information:

AUTOMATED DISTRESS CALL

*I.S.S. Kobayashi Maru, NCC-325, currently under attack from Alliance forces.
Destruction imminent. Requesting immediate assistance.*

It takes a Control + Science or Security assisted by the ship's Computers + Science or Security at Difficulty 1 to lookup information on the *Kobayashi Maru*. The *Kobayashi Maru* is a *Daedalus*-class that was assigned to Vulcan space. Its current position, however, is nowhere near Vulcan space. There's also no discernable reason as to why the crew of the *Maru* isn't answering hails or requests for further information. This should get the Players paranoid that something is up. Because it is.

The *Bonaventure* can get to the *Maru*'s position within thirty minutes at its cruising speed, or 10 minutes at Maximum Warp. The former requires no Task/Power. The latter, however, requires either...

- A Control + Conn assisted by the ship's Engines + Conn at Difficulty 2
- A Control or Daring + Engineering assisted by the ship's Structure + Engineering at Difficulty 2

Success means that the *Bonaventure* arrives with 2 less Power than usual. Failure means that the *Bonaventure* starts the next scene at half Power.

Players may wish to try and scan the area from their current location to get a feel for the situation. This would be a Reason + Science assisted by the ship's Sensors + Science at Difficulty 2 due to the range. Success reveals that there is a Romulan Bird-of-Prey (CMD p. 91) and a Vulcan D'kyr-class ([Continuing Mission](#)) – Apply the Tactical Operations Mission Profile) currently assaulting the *Kobayashi Maru* (Beta p. 98). Failure means the Player Characters do not get this information until they arrive on-scene.

Scene 2: Betrayal!

The *Bonaventure* drops out of Warp to find the aforementioned scene. The *Kobayashi Maru* is currently at 25% shields and falling. It's disabled, or appears to be anyways. The moment the *Bonaventure* is within striking distance of a Photonic Torpedo (CMD p. 55) the *Maru* opens fire. Following this, its Captain, Captain Phoenix, says the following:

You've fallen for the bait, you utter fools. With the help of my friends here I'll be able to take the Empire's newest toy and make myself the new Emperor!

It's then that, probably to the Player's horror, that the *Kobayashi Maru* changes on sensors

from disabled to fully operational with no damage whatsoever. Thus, Starship Combat breaks out!

The *Maru*, Romulan BOP, and *D'kyr*-class all start at long range from the *Bonaventure*. This fight continues until either the *Kobayashi Maru* has been destroyed or the *Bonaventure* is considered disabled. The former results in the Romulans and Vulcans hightailing it out of the battlefield. The latter turns into a boarding scenario where the Player Characters must fight for control across their ship!

Something to keep in mind is that this fight is meant to get everyone accustomed to Starship Combat, not to TPK. There should always be an “out” in the form of backup for the *Bonaventure* or some other way to stop the fighting if things are going badly for the Players. At the same time, though, the fight shouldn’t be a pushover. You may wish to spend Threat to bring in additional ships as warranted.

Act 3: Conclusion

It's only after things have settled down that the Player Characters can start to take stock of the situation. It turns out that Captain Phoenix has been working with the Alliance for quite some time. The plan was to capture the *Bonaventure* and use its advanced technology to retrofit the entire Alliance Fleet. At that point they would be able to quash the Terran Empire and finally gain freedom. Sadly for them, the Player Characters have won the day. They'll have to find a new hope for defeating the Empire!

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

There's a lot of awkward silence at the table!

Every first session with new characters (and Players) tends to be a tad awkward as everyone gets a feel for each other. This will naturally go

away with time. Encourage your Players to roleplay but don't force it upon them either!

Starship Combat seems really complicated!

My best advice is to read that section a few times and maybe run a small-scale battle on your own to get a basic feel for it. Speed will come with time and practice.

My Players are at each other’s throats, and not in a good way!

Gently remind the Players of the expectations you (hopefully) set out during Session 0 as mentioned during the Mirror Universe Disclaimer. If this reminder doesn't work, then you might have a greater problem at your table. That could mean a problem player that needs to be kicked or perhaps that your group isn't cut out for Star Trek Adventures and/or the Mirror Universe.

MIRROR OF STEEL

SYNOPSIS

Tau Ceti has always been a stain on the Terran Empire's history. In 2155, the Empire lost twelve ships in a battle against the Rebellion. Propaganda painted it as a major victory for the Empire, when in fact was a sign they were losing.

The system is still being held by the Rebellion to this day, something that the Empress herself cannot abide. The Player Characters are tasked with capturing the system and ensuring that all signs of rebellion are quashed. They are even given a special contingent of Csini to ensure the success of this mission. This leads into combat both among the stars and on the ground for the fate of the Tau Ceti system!

Directives

In addition to the Mirror Prime Directive (See p. 8), the Directives for this mission are:

- Capture or Eliminate the Leaders of the Rebellion in the Tau Ceti system
- Do not allow the *Bonaventure* to be captured by the enemy

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

Adapting this Mission to other Eras/Ships/Universes

Central to the plot of this mission is setting up the fact the Player Characters are going into battle for the glory of their Empress and the greater Empire. Depending on the era, other alien species may be present and new technology might make the mission easier/harder. Should this occur outside the Mirror Universe, Starfleet will not abide any deaths at the Player Character hands. They treat the Rebellion like the Maquis, assuming, of course, you don't just replace the foes in this mission with the Maquis outright!

GM Sidebar

This mission is extremely combat-centric, yet still has chances for particularly crafty Players to circumvent certain battles. Be prepared for them to "hop off the rails" and otherwise try and break your encounters.

Connecting to other Adventures

If you are running the adventures in this book in sequential order, then *Polished Mirror* has already given the Players a chance to learn that betrayal is commonplace in the Mirror Universe. This could be an interesting plot thread to add by throwing in a known NPC (Such as Captain Joshua) going rogue or otherwise turning their back on the Empire. If you do opt for such a thing, make sure that such a character has history with the Player Characters in some way, shape, or form for maximum effect!

Act 1: The Call

Scene 1: Downtime

CAPTAIN'S LOG

Captain's Log, Stardate Sato-27.8

The Bonaventure has performed admirably in its first battles. The Rebellion has tried a few more times to ambush us, but each and every time we came out ahead. Surely with this ship and others like it, we can finally quash the Rebellion for good!

It's recommended that you give the Players some downtime to roleplay with one another after the Captain's Log has been read. Doing so allows them to explore any side plots or backstories that may have come up by this point. It also enforces the mindset that they are just as much in control of the narrative as you are! That said, you shouldn't let this type of scene go on for too long. Otherwise there will not be time for the rest of the adventure!

Scene 2: A Call to Action

When appropriate, a Priority One communique arrives for the Captain. It's coming directly from Empress Sato herself. She has a new directive for the *Bonaventure* crew. They're to rendezvous with the *I.S.S. Meteor* (A *Daedalus*-Class) to take on a Csini Strike Team. Then they must proceed to the Tau Ceti system and either capture or eliminate the leaders of the Rebellion there. In particular, the following three individuals are on the hit-list:

- Zeng Tai, a Human Traitor
- Seth Th'vaaqon, an Andorian
- Hanch Fablarc, a Tellarite

Empress Sato also makes it clear that the *Bonaventure* is but the vanguard for a full incursion based out of the Tau Ceti system. Thus, the more damage the *Bonaventure* does,

and the more orbital facilities it captures, the better.

Scene 3: Strike Team

The rendezvous with the *Meteor* happens without issue. The *Meteor* is returning from a different front and is in no shape to support the *Bonaventure* in its mission. Aside, of course, from passing off their Csini Strike Team.

The Strike Team is comprised of the following individuals:

Major Ajia (Major NPC)

Traits: Csini

Values:

- I'm the first one in and the last one out
- You WILL respect my Authority
- Without the Empire, we are nothing

Attributes

Control 8	Fitness 12	Presence 11
Daring 11	Insight 7	Reason 7

Disciplines

Command 1	Security 5	Science 1
Conn 3	Engineering 1	Medicine 1

Focuses: Hand to Hand Combat, Helm Operation, Survival

Stress: 17 **Resistance:** 1

Attacks:

- * Unarmed Strike (Melee, 7 □, Knockdown, Intense)
- * Phaser Type-3 (Ranged, 9 □, Accurate, Charge)

Talents:

AUGMENTED IMMUNITY

SUPERHUMAN TAKEDOWN

RUTHLESS AND DETERMINED

GM may spend two Threat to gain a Determination

Sergeant Ekon (Notable NPC)

Traits: Csini

Values:

- Paranoid to a Fault

Attributes

Control 9	Fitness 10	Presence 9
Daring 10	Insight 9	Reason 7

Disciplines

Command 1	Security 3	Science -
Conn 2	Engineering 1	Medicine 2

Focuses: Hand to Hand Combat, Threat Assessment

Stress: 13 **Resistance:** 1

Attacks:

* Unarmed Strike (Melee, 3□, Knockdown)

* Phaser Type-3 (Ranged, 7□, Accurate, Charge)

Talents:

AUGMENTED IMMUNITY

There are three Unnamed Csini Privates that are meant to be background characters while Ekon and Ajia take center stage.

GM Sidebar

Though it has absolutely no bearing on their combat performance, it may please certain Gamemasters and Players to know that Ajia is Non-binary and pansexual. Whether or not that comes up during roleplay depends on if it's organic. **Do not force this fact in the Players' faces!**

Ajia's first order of business after settling in is to seek out the "biggest and baddest" character on the *Bonaventure* and challenge them to a spot of boxing in the Gymnasium. Their goal is to prove to their underlings that they are

Csini Private (Minor NPC)

Traits: Csini

Attributes

Control 8	Fitness 10	Presence 9
Daring 9	Insight 8	Reason 7

Disciplines

Command -	Security 2	Science -
Conn 1	Engineering 1	Medicine 2

Stress: 13 **Resistance:** 0

Attacks:

* Unarmed Strike (Melee, 3□, Knockdown)

* Phaser Type-3 (Ranged, 6□, Accurate, Charge)

indeed the dominant force on this ship, and that they only follow the Captain's orders because Empress Sato told them to.

This may serve as an excellent way to highlight the Csini's unique nature as well as getting Player Characters to question whether they will one day be replaced with Augments like the Csini. Conversely, if Ajia get their ass handed to them, those same Player Characters might feel secure that they're not going to be replaced any time soon.

Act 2: Tau Ceti

Scene 1: System Overview

Tau Ceti is approximately 11 light years from Sol, located along the Romulan Border. There are three habitable planets in system: Tau Ceti Prime, Tau Ceti III, and Tau Ceti IV. Providing orbital defense are three Andorian *Charal* ([Continuing Mission – Apply the Tactical Operations Mission Profile](#)) and three Tellarite *Pralims* ([Continuing Mission – Same as above](#)).

As the *Bonaventure* is but one ship, it's highly encouraged for the Players to come up with ways to split up how many ships they face at once. As luck would have it, the system has a vast amount of interplanetary debris that makes space travel extremely difficult. This is represented mechanically by increasing the Difficulty and Complication Range of all Conn-related Tasks by +1. What this means for the Players is up to their imagination. However, it is a good opportunity to use lesser-utilized Tasks detailed in the Navigator section on CRB p. 222.

It's entirely possible that the Players could opt for a stealth approach as well. Or they could charge in, guns blazing. There is no right or wrong answer here. Well, there is one if the *Bonaventure* gets destroyed, but that's unlikely.

One of the targets, Hanch Fablarc, is aboard one of the *Pralims*. Similarly, Seth Th'vaaqon is on one of the *Charals*. Which in particular is best decided in the moment depending on how the Players' plan is panning out.

Scene 2: Tracking a Traitor

Zeng Tai isn't among the orbital defense fleet. In order to track them down, the Player Characters will need to succeed at an Intercept Task (CRB p. 224). In particular, the Difficulty here should start at a 3 and then be modified via Threat as need be. This Task can also Succeed at Cost to ensure the Player Characters get this information.

A successful Intercept reveals that Tai has secured themselves in a villa on the southern continent of Tau Ceti Prime. The Csini Strike Team insists on deploying immediately, though there is a problem. In order to get close to the villa, they will need to be inserted via shuttle rather than transport down. This is due to a scrambling field that covers the villa and a kilometer around it. This means the Player Characters must form an Away Team and go down with the Csini!

The ride down is not smooth unless the Player Characters somehow managed to get to this point without alerting the orbital fleet. Otherwise, the ground defenses of the planet will batter and damage whatever shuttlecraft the Away Team is on. The Away Team must make an emergency landing a distance away from the villa. This puts them in the middle of a dense forest.

Scene 3: I'll just stay here then...

The Csini Strike Team sets out from the crash site as soon as possible, leaving the Away Team behind to repair the shuttle. The repairs are accomplished via an Extended Task with a Work Track of 12, a Magnitude of 3, a Base Difficulty of 3, and a Default Task of Daring + Engineering. There may be other Attribute + Discipline combinations that apply here if your Players are particularly creative.

What the Players don't know is that if they take more than 6 intervals to complete this Extended Task, then a group of Human Smugglers (Beta p. 118) ambushes the Away Team. Remember that each attempt at an Extended Task takes two intervals unless there is a Momentum Spend. As for the Smugglers, there are as many of them as there are characters on the Away Team.

After what is hopefully a successful battle, the Away Team can complete the repairs to their shuttle without issue. And just in time, too! Ajia and their team (minus one Private) is hauling a hog-tied Zeng Tai behind them. Ajia looks battered and otherwise pissed. Bringing up the fact their team seems to be one down causes Ajia to attack whatever foolish character uttered such words. It takes knocking them out to get them to stop.

Act 3: Conclusion

With all three targets either dead or in custody, the *Bonaventure* can return proudly to Terran Empire space knowing they did a job well done. Whether or not the Csini Strike Team stays

aboard or leaves with the captives (if there are any) is dependent on roleplay up to that point.
Play it by ear!

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

The Players somehow severely injured or killed Ajia!

Impressive. In that case, whichever Player Character did it becomes the new leader of the Strike Team for the duration of this mission. After that, though, that same character very likely will have a very large target on their back from the other Csini.

The Players charged in without thinking and are getting their butts handed to them!

Attempt to give them an out by reminding them they can warp away from the battlefield. The orbital fleet does not pursue them if they opt to do so. If the Players don't take the hint and fight to the bitter end, let them. This could lead to them joining the Strike Team on an assault to take over one of the defense fleet's ships.

The Away Team got knocked out by the Smugglers!

Play out a scene where the Away Team wakes up tied up in a shack without any windows. When they escape (or after ten minutes passes in the real world) they run into the Csini Strike Team.

CRYSTAL MIRROR

SYNOPSIS

It's just another day of conquering for the Player Characters when they begin to detect a series of strange signals. These signals are coming from a nearby "Star Desert" where there is supposed to only be space with zero density and no change in gravimetric readings. This prompts the *Bonaventure* to investigate.

When the ship arrives, the Player Characters find that a Tholian *Spinner*-class has somehow managed to cross over from the Prime Universe. The Tholians make it clear that the *Bonaventure* is not to interfere in their operations. Meanwhile, a scan of the alien vessel returns that it has a plethora of valuable material. Capturing and studying this vessel would likely lead to great technological advancements.

Capturing the vessel isn't going to be easy, though. The Tholians make a fight of it, and they're backed up by several cloaked Klingon D5 Battle Cruisers!

Directives

In addition to the Mirror Prime Directive (See p. 8), the Directives for this mission are:

- Capture the Tholian vessel at all costs
- Do not allow the *Bonaventure* to be captured by the enemy

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

Adapting this Mission to other Eras/Ships/Universes

Central to the plot of this mission is that a Tholian vessel has emerged from a place it shouldn't have and is now stranded. It also comes from a point in the future relative to the Players' perspective, meaning it carries potentially potent technology.

Later eras and/or campaigns with larger Scale ships will want to adjust both the Tholian craft and the Klingons lying in wait to use Spaceframes that can actually challenge the Players' vessel. That said, both the D5 and the *Spinner* are Scale 2, which makes hitting them normally +1 more Difficult!

GM Sidebar

This mission is also combat-centric, though this time there's opportunity to fight a different enemy than those presented thus far, and there's a chance of possibly gaining advanced technology in the process.

Connecting to other Adventures

If you are running the adventures in this book in sequential order, then there may still be a Csini Strike Team aboard the Players' ship from *Mirror of Steel*. They could be very handy in taking over the Tholian ship. Particularly crafty GMs that have read ahead and gone through *Broken Mirror* might realize this mission is a great way to hint that the Prime Universe exists and that travel is possible to it.

Act 1: What's This?

Scene 1: Downtime

CAPTAIN'S LOG

Captain's Log, Stardate Sato-59.6

I'm told by my Senior Staff that there has been a significant decrease in the amount of Agony Booth punishments lately. Either the crew has finally realized who their betters are and not to betray them, or I'm about to face a mutiny. If the latter comes, I am more than prepared for it.

It's recommended that you give the Players some downtime to roleplay with one another after the Captain's Log has been read. Doing so allows them to explore any side plots or backstories that may have come up by this point. It also enforces the mindset that they are just as much in control of the narrative as you are! That said, you shouldn't let this type of scene go on for too long. Otherwise there will not be time for the rest of the adventure!

Scene 2: Strange Signals

When appropriate, the character currently manning Ops begins to detect gravimetric distortion waves nearby. They're coming from a "Star Desert," an area of space with zero density and no change in gravimetric readings. In other words, something has appeared within that void and started making waves. It's worth checking out if only to ensure this isn't a threat to the Terran Empire.

The *Bonaventure* arrives on station to find that there is a Tholian *Spinner*-class (Alpha p. 94) and what seems to be the fading trace of an interphasic rift. The Tholians are known to the Terran Empire by this point in time, though contact has been extremely limited.

Interestingly, the *Spinner*-class out there carries a quantum signature that would suggest it is both not from this Universe, nor from this time

period. In fact, if the chroniton dating is correct, this vessel comes from a point 200 years into the future.

Scene 3: Tholian Warning

Approaching the *Spinner* and/or hailing it brings the Player Characters into contact with Cyazene. Cyazene is a blue-colored Tholian that makes it very clear that the *Bonaventure* is to not interfere with Tholian Assembly business. This brief communication is the only warning the Players receive. Should they continue to act aggressive, then the Tholians will shoot first.

Tholian Veteran (Notable NPC)

Attributes

Control	Fitness	Presence
10	9	12
Daring	Insight	Reason
10	10	10

Disciplines

Command	Security	Science
3	2	-
Conn	Engineering	Medicine
2	1	1

Focuses: Energy Weapons, Tholian Tactical Systems

Stress: 11 **Resistance:** 2

Attacks:

* Unarmed Strike (Melee, 3□, Knockdown)

* Thermionic Pistol (Ranged, 5□, Vicious 1)

Unless the Players are rolling extremely poorly (and/or the Tholians are doing phenomenally), the *Spinner* should be disabled relatively quickly. This then allows an Away Team to beam over and secure the vessel. Important to note is that the interior of the *Spinner* is not Class M, meaning anyone besides a Csini must go over in a full environmental suit. Csini can get away with a simple oxygen mask. In

addition, the *Spinner* is tightly packed with six Tholian Veterans. This means that there is limited maneuvering room and limited cover to use.

All six Tholians must either be destroyed or captured before any progress can be made on bringing the *Spinner* into the shuttlebay of the *Bonaventure*. Right as the Players start that process, though, three Klingon *D5 Battle Cruisers* (Beta p. 88) uncloak and begin firing!

Act 2: Klingons!

This particular Act is fairly straightforward. The Klingons, under command of Commander Atrath, aim to take the *Spinner* for their very own. In particular, two of the *D5s* harry the *Bonaventure* while the third attempts to lock the *Spinner* in a tractor beam and warp away.

How successful the Klingons are depends on how well the Players strategize and roll. A general rule of thumb is that the Players get one round before any Klingon vessel attempts to escape with their prize. Once they escape, the Players must spend at least 6 Power in order to overtake the *D5* in question. Any less and the *D5* will get away scot-free. Should the original tractoring *D5* be disabled/destroyed, any remaining *D5s* will attempt to pick up where they left off.

GM Sidebar

This may seem particularly challenging, and that's because it is. However, the Klingons escaping doesn't necessarily mean outright failure. So long as the Away Team never beamed back aboard the *Bonaventure*, they might be able to overwhelm and take over the Klingon ship when they try and open up the *Spinner*.

Act 3: Conclusion

If the *Spinner* class was safely captured, then there is an immediate benefit to the *Bonaventure*. It comes in the form of a

transporter enhancement that effectively triples the effective range and nearly doubles the accuracy. What the Player Characters don't know is that this enhancement is directly responsible for bringing the *Spinner* here in the first place. If they end up using this technology more than a few times, then the events of the *Broken Mirror* mission take place perhaps earlier than you expected!

If the Klingons did manage to get away with their theft, then the *Bonaventure* crew is highly motivated to decimate the next Klingons they see. This could lead into an offensive strike or perhaps rather brutal interrogations of Klingons within the Terran Empire for information on the location of Atrath.

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

The Away Team got knocked out by the Tholians and now are being held hostage!

Sounds like the perfect time for the Captain or the Commanding Officer to flex those negotiation muscles. If not genuine, then the act of doing so could buy an Engineer or Science Officer time to figure out a way to beam the Away Team back safely!

The Away Team got knocked out by the Klingons and are now being held hostage!

Sounds like a great subplot to explore in rescuing the Away Team!

The *Spinner* was destroyed!

Gently remind the Players that their objective was to capture the ship, not destroy it. They'll definitely face some reputation loss and time in the Agony Booth for this one.

BROKEN MIRROR

SYNOPSIS

The Player Characters are in the process of transporting back to their ship from an away mission. However, rather than materializing in a transporter room, they find themselves in the cargo bay of a DY-100-class Sleeper Ship. The Sleeper Ship's crew is entirely "on ice," but perhaps that's a good thing. For the crew is actually all Prime Universe Augments!

What follows is a test of how badly the Player Characters wish to return home, or if they dare attempt to start their own version of the Terran Empire in the Prime Universe.

Directives

In addition to the Mirror Prime Directive (See p. 8), the Directives for this mission are:

- Secure any means to traverse to alternate realities

Gamemasters begin this mission with 2 points of Threat for each Player Character in the group.

Adapting this Mission to other Eras/Ships/Universes

Central to the plot of this mission is that the Player Characters end up in a Universe with which they are not familiar with, with no immediate means of return. They should be placed on a vessel, station, or other location that provides plenty of materials to cannibalize for making a return transporter.

Later eras may have the blueprints for a cross-dimension transporter readily available, thus eliminating two Extended Tasks later on in this mission.

GM Sidebar

This mission is far more focused on Science, Engineering, and Roleplay compared to the others in this Compendium. It only turns to Combat if the Players deliberately go seeking it out.

Connecting to other Adventures

If you are running the adventures in this book in sequential order, then the existence of the Prime Universe was revealed in *Crystal Mirror*. The Player Characters may have also been using the advanced transporter technology from a successful capture of the *Spinner* vessel, which landed them here.

This adventure can be both a springboard and a reset point for a Mirror Universe campaign. This is covered in more detail in Act 3.

Act 1: Not Where We're Supposed to Be

Unlike other missions, this one starts off with a GM monologue such as the following:

You're all currently returning from a successful Away Mission in the Terran Empire's name. You're looking forward to getting some rest and relaxation after a taxing day. However, when the shimmer of the transporter fades, you do not see the transporter room of the Bonaventure. Instead, you seem to be in a cargo bay of some sort. An ancient one at that if the dust coating every surface is any indication. The air is stale, but breathable.

It doesn't take long before the Player Characters would be able to determine that they are aboard an old DY-100 Sleeper Ship, the *SS Zion*. These late 20th Century spaceships were designed for interplanetary travel, with simple nuclear-powered engines and artificial gravity. Not all DY-100s were sleeper ships, but those that were could sustain a crew of at least 85 in suspended animation. This was necessary as it took years to travel from planet to planet in the solar system.

Speaking of the crew, there are indeed around 80 or so currently active life support canisters. A scan using Reason + Medicine at Difficulty 1 reveals that every single canister is occupied by an Augment. Important to note is that these are not Csini Augments. Rather, they are the Prime Universe equivalent to Khan Noonien Singh. And just like Khan, these Augments will take over the situation in a very short timespan if the Player Characters are not themselves Augments.

It is likely that one or more of the Player Characters will suggest simply not waking up the crew. Unfortunately, without them or the technology keeping them asleep, there is no chance at constructing a transporter or distress beacon capable of reaching the *Bonaventure*.

GM Sidebar

The reveal that the Player Characters have moved into the Prime Universe is something that should be saved for an appropriate moment. It's recommended that you hint at it in subtle ways but not to the point where you're outright telling them that they're not in the Mirror Universe any longer.

Act 2: A Sleepy Workforce

First things first, the Player Characters will need to decide whether to wake up the crew or not. If they do, then the following named characters come into play:

- General Randall "Hawkeye" Morrison – An American Augment who had allied temporarily with Khan during the Eugenics Wars.
- Secretary Max Hill – Morrison's right-hand man. Built like a wall of muscle.
- Chelsea Jenkins – Morrison's accident-prone, hypochondriac girlfriend.
- Paige Hayes – Nuclear Engineer responsible for the development of the *Zion*.

If stats are required for these characters, assume their Attribute is a 10 and their Discipline is a 3. They have a focus on any particular roll if you deem it necessary.

These named characters know as much as the Player Characters do about the current situation. Hayes quickly changes that when she glances at the *Zion*'s sensors and spits out their current coordinates. It takes a Reason + Conn at Difficulty 3 to confirm that those are the exact coordinates for the last known location of the *Bonaventure*.

Otherwise, if the Player Characters do not wake up the crew, then they're working blind. They must try and scavenge materials for construction of a transporter. This is an Extended Task with a Work Track of 14, a

Default Difficulty of 4, a Magnitude of 4, a Resistance of 1, and a Default Task of Daring or Reason + Engineering. Up to one other character may assist on this. This process involves tearing apart the life pods containing the Augments. If not done carefully then the crew will wake up on their own and will likely be none too happy about their fellows dying due to the Player Characters' actions.

Act 3: Getting Home?

Either due to the revelation that they are no longer in the Mirror Universe, or that their transporter is not working, the Player Characters are faced with the fact that they may be stuck in the Prime Universe. If they have gotten on well with the Augment crew, then they may have a chance at starting the Terran Empire fresh here in the Prime Universe. Otherwise, they could be turned into slaves for those very same Augments.

If the Player Characters are especially keen on getting home, then there is a chance at it. They must perform a further Extended Task that applies their limited knowledge of dimensional shifting to the act of transporting. This Extended Task has a Work Track of 16, a Magnitude of 4, a Default Difficulty of 5, and a Default Task of Reason + Science or Engineering. Up to one other character, Player or otherwise, can assist.

Should this Extended Task not be going in the Players' favor, there is an out. After about two days' worth of work (about 8 intervals, with each interval being 3 hours), a Prime Universe Starfleet ship, the *U.S.S. Majestic*, comes across the *Zion*. They begin to render aid and otherwise fall right into the same trap that Khan sprung on Kirk in the Original Series episode "Space Seed." That being that the Augments will quickly take over the ship, with or without the Player Characters' assistance. With greater resources now on hand, the Player Characters

will have a much easier time of constructing the type of transporter needed to get home.

Debugging

No adventure runs smoothly when Players are involved. Some common pitfalls and potential solutions are presented here:

The Players pissed off the Augments and now they're being used as slaves!

Provide opportunities to escape or otherwise sabotage the Augments' efforts until the U.S.S. Majestic arrives. Once that happens, they can help the Majestic's crew contain and otherwise deal with the Augments. This is only so that they can get access to the Majestic's transporter, of course.

MISSION: RIG FOR RED

War with the Dominion is on the horizon. More and more Dominion ships are entering the Alpha Quadrant via the Bajoran Wormhole by the day. Their pretense is that the Cardassians are pushing for the convoys, both for their security and the boost to their economy. The Romulans, Tholians, and Miradorn have all signed non-aggression pacts with the Dominion, and one has been offered to the Bajorans. Peace is strained and it seems only a matter of time before the Dominion overrun the Alpha Quadrant.

It is during this time that a Cardassian mole working for Starfleet Intelligence signals that he is in need of extraction. He claims to have vital data that could shape the opening act of the war, but was moved to a secure Dominion facility before he could transmit it. The Players must use an experimental piece of technology to sneak into Cardassian space, rescue this operative, and retrieve this data while remaining undetected.

This standalone mission is meant for *Star Trek Adventures* campaigns that take place near the start of, or during, the Dominion War. It involves the use of an experimental Mission Profile for the Players' current ship sheet, or the temporary use of the *U.S.S. Caliburn's* sheet that is found at the end of this section.

GM Sidebar

This is a stealth mission behind enemy lines, meaning that being discovered by the enemy will likely result in capture (or worse) for the characters involved. You should stress during the mission briefing that this is a volunteer operation: Only those characters willing to take the risk will be involved. This allows Players to bring different characters along rather than risking their own Player Characters. However, it should be said that an operation of this

importance does not necessarily give the Player Characters the luxury of outright refusal. Starfleet Command would not have tapped them if they didn't have the best chance of success.

NEW MISSION PROFILE: MULTI-ADAPTIVE PROTOTYPE

This mission introduces a new Mission Profile (Core p. 261) for the Players' vessel to be outfitted with. It grants the following Trait, Departments, and Talents. If this mission is the beginning of a campaign, or is a desired refit of the ship, then strip the previous Mission Profile from the starship that was given to it at creation and replace it with the following statistics. If the Players do not wish to refit their ship with this Mission Profile, then they will be provided the *U.S.S. Caliburn* for use in this single mission. The *Caliburn* comes pre-equipped with this Mission Profile.

Traits: Prototype

Command: +1	Security: +3	Science: +2
Conn: +2	Engineering: +3	Medicine: +1

Talent: Multi-Adaptive Shielding (Must be Taken)

Multi-Adaptive Shielding

This Talent allows a vessel to be masked by Multi-Adaptive Shielding, first developed by the Hansen Family for use in studying the Borg. When activating this shielding, choose a Difficulty between 1 and 5. The vessel must then spend the same amount of power, and the character activating the shields must perform a Task. This Task is a Control + Engineering, assisted by the ship's Communications + Security, at the same Difficulty as was chosen. On success, detection of the vessel becomes that much more difficult (i.e. Passing a Difficulty 3 makes all tasks to detect the vessel +3 in

difficulty). Detection is the same as a Sensor Sweep Task (Core p. 222).

This subterfuge is broken on any hostile action. Transporters are not considered a hostile action so long as nothing or no one is stolen or a torpedo is beamed somewhere it shouldn't be.

RIG FOR RED OUTLINE

Scene 1: A Fresh Coat of Paint

The Players arrive at the Gamma 7 Outpost located near the Demilitarized Zone. There they are brought into a briefing by Admiral Theso, a gruff, middle-aged Caitian. He quickly brings the crew up to speed, speaking with a quiet intensity:

"At 1300 hours yesterday, one of Starfleet Intelligence's agents in the Cardassian military has activated his emergency beacon. Gul Davax, seen here, was only able to impart a short message. This message made it clear that he had vital information on the Dominion that could shape how the opening act of the coming war plays out. However, at that point he was transferred to a secure facility in the Avenal system. His beacon is still active, which means he's still alive. The problem is he's in the middle of a Dominion-controlled base deep within Cardassian space. If his information is as vital as he claims, we need to get him out. That's where you come in."

"I have here two orders. One is for the rapid refit of your ship to accommodate experimental deflector shield stealth technology known as Multi-Adaptive Shielding. The other is for a temporary transfer of command to the U.S.S. Caliburn, the Saber class you may have noticed currently docked with this outpost. The Caliburn is already outfitted with Multi-Adaptive Shielding, but lacks many of the bells and whistles your ship does. It is up to you which ship you choose for this mission."

"In addition, this is purely a volunteer operation. You may choose to refuse this mission and send a different crewman in your stead. However, I would not be briefing you now if Starfleet Command and I did not believe you could pull this off."

At this point, Theso fields any questions the Players may have, along with any objections. There is little data on the Avenal system, only that the Cardassians have a base on Avenal VII and the Dominion recently started building a Ketracel-White facility in the system's asteroid belt. Gul Davax is in one of these two locations, and the only way to find out which is to scan them both from in-system. This may seem like an oversight. How are the Players supposed to scan if they would be detected and swarmed by Jem'hadar Attack Craft moments after passing into Cardassian space? The answer lies with Multi-Adaptive Shielding.

With this stealth technology, the Player's ship, be it their own or the *Caliburn*, will seem like a cosmically-uninteresting object to most sensor scans. So long as the shielding is maintained, the Players will be able to get to the Avenal system and then dodge local patrols as they work.

GM Sidebar

It should go without saying that the Science, Engineering, and Helm Officers for this mission will feel the most pressure on this mission. The first two will be responsible for maintaining the experimental stealth shielding (or at least some form of stealth) until Davax is in hand. The third will have to bob and weave the ship between Dominion patrols. Medical and Tactical personnel aren't left out, though. The former will have to be ready to treat Davax in the very likely event that he comes in injured, while the latter has to be ready for if/when the Dominion discovers their presence. Officers in Command will have to be on their toes to provide

assistance and direction as the situation unfolds.

Scene 2: Getting to Avenal

After getting situated on their chosen ship, the Players must set a standard for what level of Multi-Adaptive Shielding they are using. A level of 2 or higher is required to get them across the Cardassian Border, and a level of 3 or higher is required to get them into the Avenal system proper. Any lower and they will be detected and intercepted by two Jem'Hadar Attack Ships (Core p. 264). It is possible to destroy these attackers (or to flee), re-engage the shielding, and continue the mission, but at a cost: The complication range for all stealth-related Tasks increases to 18-20 and the Difficulty increases by +1. This is to represent the Dominion becoming more and more aware that a Starfleet ship is in their midst. Narratively, this should be hinted at by increased patrols, regular sensor sweeps, and other thematic elements.

GM Sidebar

It may be tempting for the Players to sit in one spot and spam rolls until they succeed at a higher difficulty for their Multi-Adaptive Shielding. You should dissuade this by reminding them that they are on a time limit here. There's no telling if Davax has been found out and the longer the Players take the more perilous his situation becomes. It also takes power with each attempt, which has to regenerate and could be important if starship combat breaks out.

In addition, it may come to a point where the Players have hit a wall in terms of obtaining the necessary number of successes. The general rule of thumb here is that they get three "strikes." Just like in baseball, three strikes and they're out. Each time they're detected means one strike. By the time they're detected the third time, the Dominion fully commits to either driving the Players out and/or destroying their ship. At this point the Players will have to flee

(thus abandoning Davax) or attempt a Run & Gun/Fly-By operation to rescue Davax while under fire.

Scene 3: Finding Davax

The Avenal system has three active patrol groups:

1. Two Jem'Hadar Attack Ships
2. One Jem'Hadar Battle Cruiser
3. Two Galor Class Cruisers

Patrol group one tends to fly throughout the system. Patrol group two remains near the asteroid belt where the Ketracel-White facility is. Patrol group three sticks to the Cardassian base on Avenal VII. As the Players carefully navigate their way around the system and otherwise act, each patrol gets a shot at detecting them. If the Players are found out, they must immediately jam the patrol's communications (Signals Jamming, Core p. 224) or the other patrols will divert to assist the one that did the discovering. This is a stop-gap measure, though, as weapons fire will immediately alert the other ships in the area regardless of communications jamming.

The goal here is for the Players to discern which facility contains their operative. Flip a coin to determine which does or simply pick one. Scanning either facility requires a Reason + Science Task, assisted by the ship's Sensors + Science, with a Difficulty of 2 and a complication range of 17-20. Complications here mean that their sensor sweep was too powerful, and thus makes them -1 Difficulty easier to detect. Otherwise, success yields the fact whether or not Davax is where they have scanned.

Scene 4: Recovering Davax

The actual act of recovering Davax depends on the situation the Players are in by this point. If they are still undetected, then they can simply narrow down Davax's lifesigns to a holding cell in the depths of the facility. It is unshielded and

thus means a Transporters Task (Core p. 224) can get him out. If the Players have been discovered, then they only get one shot at beaming him out before shields activate.

The Players might consider beaming over and verifying Davax's identity before transporting. In such a case, they will have to contend with an appropriate amount of Jem'hadar Warriors as they go about their task.

The moment Davax is aboard the Players are found out. The patrol groups close in and necessitate a hasty retreat!

Scene 5: Getting Home

With the Dominion hot on their trail, the Players must push their ship's engines and power reserves to the limit. And if that wasn't bad enough, Davax's lifesigns are fading fast from the "enhanced interrogation" he endured!

The first part depends on the Player's ship and how much Power they're able to devote to Warping away (Core p. 219). They may have to consider activating Multi-Adaptive Shielding again or perhaps cutting power to all non-essential systems to outpace their pursuers. Or, if it looks like they're about to be overtaken, they might try the trick of cutting all power and going completely dark. Of course, they may have even better ideas! You are encouraged to let them technobabble and make up Tasks on the fly to accommodate them.

The second part is where Medical characters get a chance to shine. To stabilize Davax is a Timed Extended Task with a Work Track of 12, a Magnitude of 3, a Base Difficulty of 3, a Default Task of Control + Medicine, and a Time Limit of 8 intervals. Remember that each attempt at an Extended Task takes two intervals of time unless the Players spend one Momentum to reduce it to one interval for that attempt. If Davax survives, he thanks the Doctor and assures them he will commend all of the crew in his report. Should Davax not survive, however,

his dying breath is used to tell the Doctor that all the information he's to deliver is contained within a data chip bound to his left femur.

Epilogue

During their trip back to Gamma Outpost 7, the Players have the opportunity to roleplay any number of scenes between themselves, their crew, and possibly Davax. If Davax is still alive at this point, he morbidly informs the Players that an attack on Deep Space 9 is imminent. And if that wasn't bad enough, the Dominion shipyards at Torros III are going full tilt. The good news is that he was able to get a massive data dump about Torros III, including deployment plans, shield frequencies, and other vital information that could be used to destroy the shipyards with minimal loss of life.

Canonically, the Federation Alliance uses this information to destroy the Torros III shipyards while allowing DS9 to fall to the Dominion. However, as with all Tabletop RPGs, you are encouraged to twist the narrative to suit your purposes!

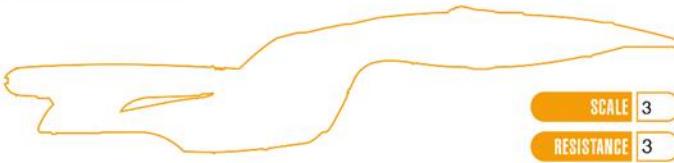
U.S.S. CALIBURN SHEET



STARSHIP REGISTRY ENTRY

NAME: U.S.S. Caliburn
SERVICE DATE: 2371
MISSION PROFILE: Multi-Adaptive Prototype
TRAITS: Federation Starship, Prototype

DESIGNATION: NX-61814
SPACE FRAME: Saber
REFIT:

SYSTEMS ENGINES [10] COMPUTERS [9] WEAPONS [9] BREACHES [] BREACHES [] BREACHES [] STRUCTURE [8] SENSORS [10] COMMUNICATIONS [10] BREACHES [] BREACHES [] BREACHES []			POWER CURRENT [] TOTAL [10] SHIELDS  SCALE [3] RESISTANCE [3]	LAUNCH BAY CREW SUPPORT CURRENT [] TOTAL [3]
DEPARTMENTS COMMAND [1] SECURITY [4] SCIENCE [2] CONN [4] ENGINEERING [3] MEDICINE [1]			WEAPONS NAME/TYPE Phaser Arrays [▲ 7] QUALITIES Versatile 2, Area/Spread NAME/TYPE Photon Torpedoes [▲ 7] QUALITIES High Yield NAME/TYPE Tractor Beam [▲ 6] QUALITIES	
TALENTS High-Power Tractor Beam Improved Impulse Drive Multi-Adaptive Shielding				

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THE ROMULAN STAR EMPIRE

This section is an unofficial guide designed to support *Star Trek Adventures* campaigns set within the Romulan Star Empire. It includes a brief overview of Romulan history, an Empire-specific Lifepath for players, Romulan Spaceframes, Special Romulan Ship Talents, and even a short Mission Brief to get you started with roleplaying as a member of the Empire.

As with the rest of this omnibus, it is assumed that you are already familiar with the core *Star Trek Adventures* rules, or at least have them available for reference. Some material has been modified from/inspired by supplements such as the [Beta Quadrant](#) book and from websites such as [Continuing Mission](#).

THE EMPIRE'S HISTORY

The Romulan Empire is a major interstellar state consisting of the Romulans and their subject worlds/species such as the Remans. The Empire is well known for its xenophobia, policies of extreme secrecy, subterfuge, and territorial expansionism. Many outside the Empire view the Romulans as paranoid spies, never to be trusted or otherwise taken at face value.

The following is a brief history of the Romulan Empire. It is by no means extensive, only touching on events that should provide enough context for roleplaying in any era of play. Should you wish to learn more about any mentioned event or era, you may want to consult Memory Alpha.

22nd Century

Early History

The Romulans themselves were initially Vulcans that rejected Surak's teachings. Prior to Surak leading a great reformation to embrace logic and pacifism, the Vulcans were an extremely violent and emotional people. They waged

almost constant war amongst each other, to the point that their nature threatened the extinction of their species.

It wasn't until around 370 AD (Earth calendar) that the philosopher Surak started what would become known as the Time of Awakening. Those that fought against this change ended up leaving their homeworld after losing a terrible atomic war. Eventually they settled upon Romulus and Remus, subjugating the native Remans in the process. From there it took the development of warp drive to turn their state into a Star Empire.

First Contact with Humans

In 2152, the Starfleet vessel Enterprise (NX-01) attempted to explore a world that, unbeknownst to them, was claimed by the Romulans. The Enterprise was thwarted by a field of cloaked spatial mines and subsequently chased off by a Romulan Bird-of-Prey. This incident was Starfleet's first exposure to the Romulans, though no visual communication occurred.

Infiltration of Vulcan and the Babel Crisis

By 2154, a deep-cover Romulan agent, Major Talok, was covertly working with Administrator V'Las of the Vulcan High Command. This was part of a decades-long effort to reunify the Romulan and Vulcan "cousins", more than likely under Romulan rule. Said effort eventually led to a terror attack on the United Earth Embassy on Vulcan, as well the Battle of Andoria between Vulcan and the Andorian Empire. Were it not for the intervention of the Enterprise and exposure of V'Las as being behind the embassy bombings, things could have panned out very differently.

The failure of this operation highlighted that Humanity was rising as a regional power. As such, the "Babel Crisis" was enacted by Admiral Valdore and Senator Vrax. This involved the use

of telepresence-operated drone ships equipped with chameleon-like camouflage systems to wreak havoc on regional shipping and diplomacy. However, the Enterprise once again intervened, in the process creating a temporary alliance of Human, Vulcan, Andorian, and Tellarite interests. This in turn led to diplomatic talks and a Coalition of Planets in 2155, much to the Romulan's dismay.

Earth-Romulan War

Understandably, relations between Romulans and United Earth deteriorated into open war by 2156. Unlike most wars up to that point, the conflict played out without any kind of personal or visual interaction between the two sides. This meant the Humans and their allies still lacked a complete picture of who the Romulans were and what their motivations happened to be. Even after the Battle of Cheron in 2160, where the Romulans suffered a humiliating defeat to a Human/Vulcan/Andorian/Tellarite alliance, the Romulans still only negotiated a treaty via subspace radio.

The treaty established a neutral zone between the Empire's sphere of influence and that of the soon-to-be-formed United Federation of Planets. Afterwards, the Romulans isolated themselves from Federation affairs for over a century. They turned their interests inward, leading to numerous internal military conflicts.

23rd Century

Neutral zone incursion

In 2266, the Romulan Praetor ordered his flagship to violate the Neutral Zone and attack a series of Federation outpost along the border. Thanks to a powerful new plasma torpedo system, this flagship was easily able to annihilate four outposts before it was intercepted and defeated by the USS Enterprise (NCC-1701). This led to the first official visual communication between both sides.

Nimbus III

Though ultimately unsuccessful in thawing relations, a joint colony by the Romulan Star Empire, the Klingon Empire, and the Federation was founded on Nimbus III in 2267. It was dubbed the "planet of galactic peace," yet turned out to be an embarrassing failure for all three factions. Despite that, regular meetings between representatives did take place there for at least the next twenty years.

The Enterprise Incident

Captain Kirk of the Enterprise was ordered into the Neutral Zone in 2268. This willful incursion's purpose was to provoke an encounter with the Romulans in an attempt to steal a functional cloaking device. By faking his own death, Kirk was able to infiltrate a Romulan ship, steal their cloaking device, and escape back to Federation space along with a captured Romulan Commander.

As they say, turnabout is fair play. In 2269, the Romulans violated a Romulan-Federation treaty and used a shapeshifting Vendorian to lure the Enterprise into the Neutral Zone. The goal was to capture the Enterprise, but Kirk once again thwarted their efforts.

Relationship with Klingons and the Khitomer Accords

By 2292, the Romulans and Klingons considered one another to be "blood enemies." Their conflicts led to the Klingons acquiring cloaking technology, as well as a feud that would persist for decades to come.

This feud was further pushed by the Romulans after the detonation of the Klingon moon Praxis. Praxis' destruction caused an ecological and economic disaster in the Klingon Empire, pushing Chancellor Gorkon of the Klingon High Council to propose a full peace treaty with the Federation. Naturally, the Romulans attempted to sabotage such a treaty by assassinating Gorkon and setting up a conspiracy.

Much to their annoyance, this plot was uncovered and failed. The Romulans were once again a driving force for a new alliance against them. They would spend the following decades poking at this new era of peace provided by the Khitomer Accords to re-shift the balance of power, to the point that it became a defining Romulan motive.

24th Century

Tomed Incident

In 2311, a Romulan Warbird named Tomed crashed into a Federation base at high warp as part of a staged terrorist attack. When the quantum singularity aboard the Tomed breached confinement, the resulting explosion wiped out thirteen Starfleet outposts as well as the USS Agamemnon. Luckily, both the outposts and the Agamemnon were all empty and broadcasting false life signs. It was all a ploy by Starfleet Intelligence to defuse the rising tensions between the Star Empire and the Federation, one that paid off when the Klingons sided with the Federation after the attack.

This event also led to the signing of the Treaty of Algeron, which banned Federation research into or the use of any cloaking device.

Battle of Narendra III

Relations between the Romulans and the Klingons reached a boiling point in 2344. It was then that several Romulan warbirds decloaked and began bombarding the Klingon settlement on Narendra III from orbit. A distress call was sent, and the USS Enterprise (NCC-1701-C) rushed to the Klingon's aid at maximum warp. Though it was one of the most advanced ships in Starfleet, the Enterprise was unable to handle the destructive power of the four Romulan warbirds. It was destroyed and its surviving crew taken prisoner.

This sacrifice was not for naught, though. It drove the Klingons and the Federation much closer together, as the Klingons were greatly

impressed with the honorable actions of the Enterprise. It was yet another example of Romulan plans backfiring tremendously.

End of isolation

After 53 years of isolating itself from Federation affairs, the Star Empire agreed to cooperate with the Federation in 2364 to determine the cause of destruction of bases on both sides of the Neutral Zone. In the years that followed, there were several tense encounters between Starfleet and Romulan forces. This almost came to a head during the Klingon Civil War in 2367-8. The Romulans were supporting the anti-Federation House of Duras, providing a myriad of supplies and other wartime amenities in the hopes it would both destabilize the Klingon Empire and their relations with the Federation. The House of Duras was so dependent on this support that, when Starfleet was able to cut off and expose the Romulans as being behind everything, they were quickly defeated.

Following years saw Ambassador Spock working with the underground reunification movement on Romulus. The USS Enterprise (NCC-1701-D) also assisted several Romulan vessels in distress. In general, the Romulans were once again a notable political power full of deceit and duplicity.

The Dominion War

Following the first contact between the Dominion and the Alpha Quadrant in 2371, the Romulans moved to cooperate with the Federation. They provided a cloaking device for use on the USS Defiant, though it could only be used within the Gamma Quadrant. In exchange, the Federation provided the Romulans access to all information gathered on the Dominion. This eventually led to the Tal Shiar and Cardassian Obsidian Order attempting a failed first strike against the Dominion.

By 2373, the Romulans signed a nonaggression pact with the Dominion. This would persist until

2374, when the death of Senator Vreenak saw the Romulans joining the Dominion War and fighting alongside the Federation and Klingon Empire. They were present both for the Battle of Cardassia and for the signing of the Treaty of Bajor.

Crippling of the Senate

By 2379, a schism had developed between the Romulan Senate and the military whether to seize the opportunity of a weakened, post-war Starfleet and invade the Federation. Things took a turn for the worse when Shinzon, a Human clone of Captain Jean-Luc Picard initially intended for infiltration of Starfleet, emerged as the leader of the Remans. He then used a thalaron radiation device to assassinate most of the Senate, subsequently installing himself as the new praetor. His plan was to use that same thalaron radiation to wipe out Earth's population and start a war with the Federation.

Ultimately, both Shinzon and his flagship were destroyed by the combined forces of the USS Enterprise (NCC-1701-E) and several Romulan ships. This was followed by genuine overtures of peace by the succeeding Romulan government towards the Federation.

Hobus

It was projected that Hobus, the star of the Romulan system, would go supernova in the mid-2380s. Multiple plans were enacted in an attempt to deal with this crisis, though ultimately nothing could stop the loss of the Romulan home world when Hobus detonated.

IMPORTANT ROMULAN FIGURES AND ORGANIZATIONS

There are a number of factions, organizations, and notable individuals within the Romulan Star Empire. This listing is by no means extensive, but should hopefully provide further context for those whom don't already know Romulan lore rather well.

Romulan Senate

The ruling body of the Romulan Star Empire was the Romulan Senate, with each senator representing a province. The Senate itself was led by the Praetor, followed by the Proconsul and the Vice-proconsul. There was also the Continuing Committee, a body that held authority over Senate members. Changes of government and shifts in policy were not all that uncommon in the Empire.

Romulan Military

The Romulan Military was a powerful and technologically-advanced force even in the 22nd century. Members of the military trained at the Imperial War College alongside members of the Tal Shiar. The command structure used ranks much like the ancient Vulcan system.

Tal Shiar

Described as the Romulan secret police, the Tal Shiar was the main Romulan intelligence agency for the Empire. Its contemporary counterparts were the Obsidian Order (Cardassian) and Section 31 (Federation). The Tal Shiar reported only to the highest levels of the Romulan government, and even then, they frequently undertook missions without direct knowledge of the Senate. Their authority superseded that of most Romulan military commanders, to the point that there was a mutual distrust and hatred between the two organizations. The Tal Shiar also operated their own fleet separate from the military.

Sela

Sela was the product of a union between a Romulan general and a version of Tasha Yar from an alternate timeline. She would eventually go on to achieve the rank of Commander and be the person pulling the strings behind most Romulan operations, including Romulan efforts during the Klingon Civil War.

Tomalak

Tomalak was the commander of a D'deridex-class warbird that patrolled the Romulan Neutral Zone. He had several notable run-ins with the Enterprise-D during his career.

Remans

The Remans were a slave labor caste that worked in the hazardous dilithium mines of Remus. Since Remus was a tidally-locked planet, the Remans lived on its dark side and were thus extremely sensitive to light. Remans were known as great warriors, and were used by the Empire as "cannon fodder" during the Dominion War. It wasn't until Shinzon's military coup in 2379 that they experienced notable (if not short-lived) superiority in the Empire.

TYPES OF ROMULAN CAMPAIGNS

There are many ways one could run a Romulan-centric campaign of Star Trek Adventures. The following is a non-exhaustive list of potential ideas for both Player and GM alike.

Border patrol

The Neutral Zone isn't going to patrol itself. Though there could be downtime between events, encounters and conflicts here are crucial to maintaining the integrity of the Empire's borders. Especially when it's Starfleet or the Klingons testing response times or trying to bait a fight.

Intra-Empire Management

Even in the most peaceful of times, there's always a need for ships to check in with colonies, assist ships in need, and generally maintaining the Homefront. This may not be a simple as it sounds due to the fact that Romulans are always scheming and plotting against one another. What could be a simple distress call could turn into a full-blown conflict if not handled correctly!

Exploring the unknown

Though not as scientifically-driven as Starfleet, the Romulan Star Empire is always looking to expand its territory and claim new worlds. A ship exploring the frontier would functionally work the same as its Starfleet counterpart.

Tal Shiar campaign

If everyone on the ship is with the Tal Shiar (or otherwise subservient to such), then it's possible to undertake classified special ops for the safety and security of the Romulan Star Empire. These operations could be anything from sabotaging an enemy's starbase, abducting or extracting an asset behind enemy lines, aiding a key ally in conflict, infiltrating and stealing information, and so on and so forth. Though entirely optional, a bit of intrigue and

spycraft would probably go a long way in this sort of campaign.

Reman freedom fighters

Similar to the above, an All-Reman crew (or at least one sympathetic to the Reman's cause) could be freedom fighters attempting to make a better life for every Reman.

Sticking it to the Klingons

This type of campaign would more than likely be far more combat-focused than other options. The Klingons and Romulans absolutely loathe one another, constantly probing and otherwise harassing one another as the situation permits. Attacks on key strategic targets could open up the path to pushing the border back and stealing territory from the Klingons.

Undercover Crew

This idea is unique in that the players wouldn't be aboard a Romulan ship. Instead, they would be undercover as Vulcans as part of a Starfleet crew. Similar to the Tal Shiar idea, this could lead to all manner of fun spy hijinks and tension as the players try to avoid being found out.

ROMULAN CHARACTER GENERATION

The Lifepath is the default method of creating a character in *Star Trek Adventures*. The same rules and methods presented in the Core Rulebook generally apply to Romulan Character Generation. **All characters start with a score of 7 in each Attribute and 1 in each Discipline.**

Step 1: Species

There are two species to choose from when making a Romulan characters: Romulan and Reman. The former comes from page 321 in the Core Rulebook, and the latter from page 106 in the Beta Quadrant. Once you have selected your species, note the change to Attributes and the trait on your character sheet. Then choose one Talent from those that you have access to. Romulan and Reman specific Talents are found later in this guide.

Romulan

ALL ERAS OF PLAY

Romulans are similar, but not quite identical, to Vulcans, having diverged from their common ancestors, though they did not adopt the stoicism and logic of their cousins. Rather, Romulans are a cruel and ruthless people, quick to anger, and easily moved to emotion. A culture of military discipline seems to keep their worst members directed towards useful ends, though paranoia and self-interest motivate Romulan politics as much as a desire for collective benefit; at times, it seems that the only things keeping the Romulan Star Empire together are the fact that they despise other species more than they despise one another.

Romulan characters have the following modifiers:

ATTRIBUTES: +1 Control, +1 Fitness, +1 Reason

TRAIT: Romulan. Romulan physiology is not meaningfully different to that of Vulcans, though a portion of the Romulan species

exhibits a v-shaped forehead ridge not evident in Vulcans. The largest difference is that Romulans lack the intense mental discipline common to Vulcans. Psychologically and culturally, Romulans prize cunning and strength of will, and are distrustful of other species: this opinion is reciprocated, as Romulans have a reputation for manipulation, deception, and betrayal.

Reman

ALL ERAS OF PLAY

Remans are a nocturnal species subjugated by the Romulan Star Empire. They are enslaved by the Empire, employed both as indentured miners within the Reman mines, and as expendable shock troops and bodyguards serving the Romulan military. Little is known about the Remans outside of the Romulan Empire, due mainly to the Romulans' secrecy.

Reman characters have the following modifiers:

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Insight

TRAIT: Reman. Remans are tall, powerfully built beings, stronger and more durable even than Romulans. Their nocturnal nature means that they cannot easily tolerate bright light. A proportion of Remans have telepathic abilities, allowing them to read the minds of others and to project their thoughts to others, though using these powers effectively takes skill and training.

D20 Roll	Environment	Benefits
1-3	Romulus	Value; Daring, Fitness, or Presence +1; Command, Security, or Science +1
4-6	Core Worlds	Value; Daring or Presence +1; Command, Conn, or Security +1
7-9	Isolated Colony	Value; Reason or Insight +1; Engineering, Science, or Medicine +1
10-12	Frontier Colony	Value; Daring or Control +1; Conn, Security, or Medicine +1
13-15	Starship or Space Station	Value; Control or Insight +1; Command, Conn, or Engineering +1
16-18	Remus	Value; Control or Fitness +1; Conn, Security, or Engineering +1
19-20	Roll Again	

D20 Roll	Upbringing	Accepted	Rebelled	Disciplines
1-3	Military	Daring +2, Fitness +1	Reason +2, Insight +1	Command, Conn, or Security +1
4-6	Merchant	Daring +1, Presence +2	Reason +1, Insight +2	Command, Engineering, or Science +1
7-9	Scientific	Control +2, Reason +1	Daring +1, Insight +2	Engineering, Science, or Medicine +1
10-12	Agriculture	Control +1, Fitness +2	Presence +1, Fitness +2	Conn, Security, or Medicine +1
13-15	Artistic	Insight +1, Presence +2	Daring +1, Fitness +2	Command, Engineering, or Science +1
16-18	Academic	Control +1, Reason +2	Fitness +1, Insight +2	Command, Security, or Science +1
19-20	Tal Shiar	Presence +1, Fitness +2	Daring +2, Presence +1	Command, Conn, or Engineering +1

Step 2: Environment

This step covers the environment and culture your character was raised in. **It confers a single Value, one Attribute point, and one Discipline point.** You can pick from the above, or roll if you would prefer it to be random.

Step 3: Upbringing

This step covers the nature of a character's family and whether or not they accepted or rebelled against this influence. **It confers three points spread across two Attributes, one Discipline point, a single focus, and a Talent.**

You can pick from the above, or roll if you would prefer it to be random.

Step 4: Training

This step covers your commitment to the Romulan Star Empire and what your area(s) of expertise are. **It confers a Value, three points to spend between two or three Attributes, four Discipline points, three focuses, and a single Talent.** You can pick from the following or roll if you would prefer it to be random.

D20 Roll	Training	Discipline Benefits
1-5	Command Officer	<ul style="list-style-type: none"> Increase Command or Security by 2, and increase the other by 1 Increase one Discipline other than Command or Security by 1
6-10	Technical Officer	<ul style="list-style-type: none"> Increase Conn, Engineering, Medicine, or Science by 2, and increase another of the four by 1 Increase any other Discipline by 1
11-13	Enlisted	<ul style="list-style-type: none"> Increase Conn or Security by 2, and increase any other two Disciplines by 1
14-18	Laborer	<ul style="list-style-type: none"> Increase Engineering, Science, or Medicine by 2, and increase any other two Disciplines by 1
19-20	Tal Shiar	<ul style="list-style-type: none"> Increase any four Disciplines by 1. Must take the Tal Shiar Talent.

Step 5: Career

This step covers where in their career your character currently is. **It confers a Value and a Talent.** You must choose manually rather than roll randomly.

D20 Roll	Career Event	Benefit
1	Ship Destroyed	Daring +1, Security +1, gain one relevant focus
2	Death of a Friend	Insight +1, Medicine +1, gain one relevant focus
3	Lauded by Another Culture	Presence +1, Science +1, gain one relevant focus and trait
4	Negotiate a Treaty	Control +1, Command +1, gain one relevant focus
5	Required to Take Command	Daring +1, Command +1, gain one relevant focus
6	Encounter with a Truly Alien Being	Reason +1, Science +1, gain one relevant focus
7	Serious Injury	Fitness +1, Medicine +1, gain one relevant focus and trait
8	Conflict with a Hostile Culture	Fitness +1, Security +1, gain one relevant focus
9	Mentored	One Attribute +1, Conn +1, gain one relevant focus
10	Transporter Accident	Control +1, Conn +1, gain one relevant focus
11	Dealing with a Plague	Insight +1, Medicine +1, gain one relevant focus
12	Dishonored Self for a Superior	Presence +1, Command +1, gain one relevant focus
13	Challenged a Superior	Reason +1, Conn +1, gain one relevant focus
14	New Battle Strategy	Daring +1, Security +1, gain one relevant focus
15	Learns Unique Language	Insight +1, Science +1, gain one relevant focus
16	Discovers an Artifact	Reason +1, Engineering +1, gain one relevant focus
17	Special Commendation	Fitness +1, One Discipline +1, gain one relevant focus
18	Solved an Engineering Crisis	Control +1, Engineering +1, gain one relevant focus
19	Breakthrough or Invention	One Attribute +1, Engineering +1, gain one relevant focus
20	Recruited to Tal Shiar	Presence +1, One Discipline +1, gain one relevant focus and the <i>Tal Shiar Trait</i>

Young Officer

Similar to the Young Officer and Young Warrior options found in both the Core and the Klingon books, this means the character is defined more by their potential than their skill. You must take the Untapped Potential Talent as follows:

UNTAPPED POTENTIAL

Functionally the same as the Talent found on page 118 of the Core Rulebook. The key caveat concerns rank. While the character has this talent, they cannot gain any higher rank than Uhlan (Enlisted), Sublieutenant (Officer), or Major (Tal Shiar).

Experienced Officer

This is the option for characters with several years of experience in service of the Romulan Star Empire. This is the default assumption for characters created using these rules.

You gain a single Talent which may be chosen freely.

Veteran Officer

Similar to the Veteran Officer and Veteran Warrior options in both the Core and the Klingon books, this means the character has decades of experience in service of the Romulan Star Empire. They have served on many ships and space stations, and their judgement/opinions are highly regarded. You must take the Veteran Talent as follows:

VETERAN

Functionally the same as the Talent found on page 118 of the Core Rulebook. The key caveat concerns rank. A character with this talent must have at least have a rank of Sub-commander (Officer), or Colonel (Tal Shiar). Enlisted characters can remain an Uhlan or accept a commission as a Centurion.

Step 6: Career Events

This step covers career events that have stood out in the character's service. **Choose or roll two events on the above table.**

Step 7: Finishing Touches

This step covers the last bit of customization before the character is ready for play. It cannot be chosen randomly. Choose one final Value for the character. Then check to make sure there is no Attribute above 12 (11 for Untapped Potential) and no Discipline above 5 (4 for Untapped Potential). If there is, reduce those points and redistribute them elsewhere. Once you have done that, you may increase two Disciplines by 1 while keeping those same limits in mind. Finally, the character receives a single Talent. **If done correctly, Attributes should add up to 56, and Disciplines to 16. The character should also have 4 Talents, 4 Values, and 6 Focuses.**

From here you need to determine the following:

Stress: Maximum Stress is equal to Fitness + Security

Damage Bonus: Equal to Security

Name: Romulan Reman

Department

Rank and Role: Detailed below

Equipment: The character receives a communicator, a uniform, and a Disruptor Pistol.

Ranks

The Romulan Military uses the following ranks:

- General – More a Political position than a Rank
- Admiral – Flag Officer Rank held by field commanders and ex-senators
- Commander – Equivalent to a Starfleet Captain
- Sub-Commander – Immediately below a Commander
- Centurion – General Officer's Rank
- Sublieutenant – Lowest Officer Rank

And the Tal Shiar uses the following ranks:

- General – Reserved for senior members of the Tal Shiar. Can command a fleet of Tal Shiar vessels
- Colonel - Reserved for senior members of the Tal Shiar. Can command a fleet of Tal Shiar vessels
- Major – Lowest Officer Rank, obtainable only after several months of service.

Roles

The roles outlined on page 126 onward in the Core Rulebook are available to Romulan Characters, with one important addition: Tal Shiar Liaison. The Tal Shiar Liaison is essentially an onboard Spy that reports back to the Tal Shiar. They typically possess the ability to override the Commanding Officer's orders, though there's nothing stopping the crew ignoring such an order if their loyalty is to their Commander and not the Tal Shiar.

Mechanically, the Tal Shiar Liaison operates like an Intelligence Officer found in the Command Division Book. *Once per mission, a Tal Shiar Liaison may create an Advantage without requiring a Task or spending any resources. This Advantage reflects some detail, insight, plan, etc. that the liaison learned about or is a part of.*

TALENTS

Standard Talents

The following Talents are available to all Romulan characters regardless of species. Unless otherwise noted, each Talent may only be selected once.

Ambush

When attacking an opponent who is unaware, you may spend 2 Momentum to allow you to re-roll any number of d20s.

Sense Vulnerability

Whenever the character attempts a Task to coerce information from an enemy, they may re-roll one d20.

Tal Shiar

The character is a member of the Tal Shiar. Whether or not this is known to outsiders is something you and the Gamemaster should discuss in private. The reason is quite simple: *If you are not a publicly-known agent, you may, once per mission, use the rules for any Role, even if you do not qualify for them.* Once used, you are locked to that Role for the remainder of the mission. Ideally, this is meant to allow a cunning agent to act in ways that reflects their spycraft skills of infiltration and improvisation.

If you are a publicly-known agent, then you must spend two Momentum to activate the rules for another Role. However, *you may now perform this action twice a mission.*

Wary

You are conditioned to espionage and treachery, expecting betrayal at all times. Whenever you attempt a Task to notice or detect an enemy or hazard, you may re-roll one d20.

Romulan Species Talents

These Talents are available to Romulan characters only.

Guile and cunning

When attempting to remain hidden, go unnoticed, or pass as a Vulcan, you may spend one Momentum to increase the Difficulty of enemy tasks to detect you by one.

Reman Bodyguard

Only available to Commanders and higher

You have a Reman bodyguard who is completely devoted to your well-being. If you are attacked while in the presence of your bodyguard, you may use the bodyguard's Fitness + Security for the purposes of Stress if they are within Reach (Close Range). Use the following stats for the Bodyguard:

Reman Bodyguard (Notable NPC)

Attributes

Control	09	Fitness	10	Presence	07
Daring	10	Insight	08	Reason	09

Disciplines

Command	01	Security	03	Science	01
Conn	02	Engineering	01	Medicine	02

Focuses: Hand-to-Hand Combat, Threat Assessment

Swift Response

Years of paranoia have encouraged you to always have a back-up plan and have heightened your responses to enact contingencies. Your Momentum cost for taking an additional Minor Action is always 1.

Reman Species Talents

These Talents are available to Reman characters only.

Bodyguard

When taking action to protect someone, and you buy additional d20s with either Threat or Momentum, you may re-roll one d20.

Empath

Mental abilities are not universal among Remans, but are very common. Most Remans only have vague intuitions, but you have practiced your abilities to achieve greater power. This Talent functions identically to the

Betazoid Talent of the same name on page 105
of the Core Rulebook.

Subservient

Generations of slavery under the Romulans has created a culture of obedience among the Remans. Whenever you receive assistance on a Task from a superior officer or from any Romulan, you may reroll a single d20.

ROMULAN SPACEFRAMES

There are a number of spaceframes available to a Romulan crew. Creation of a ship follows the same guidelines as detailed in the Core Rulebook, wherein you select a spaceframe, assign a mission profile, and then add Talents as necessary.

All Romulan vessels possess a Cloaking Device, regardless of size. Operating the device requires a **Control + Engineering**, assisted by the ship's **Engines + Security**, at a Difficulty of 2. It has a Power requirement of 3. If the Task is successful, the ship gains the Cloaked trait. While cloaked, the vessel cannot attempt any attacks, nor can it be the target of an attack unless the attacked has found some way of detecting the cloaked vessel. While cloaked, a ship's shields are down. It takes a minor action to decloak a vessel.

Bird-of-Prey (22nd Century)

Known to all historians interested in the beginnings of the Federation and the last major war fought by United Earth, the Romulan bird-of-prey has a special place in many Humans' minds. Most will recall the stories and images of these vessels appearing and destroying helpless civilian vessels or massing attacks, vaporizing the best of brightest of Starfleet throughout the Earth-Romulan War. The bird-of-prey concept was so successful to the Romulans that they continued its use through the 24th century. The concept held that a starship should strike fast and run before any counterattack could be planned, and the 22nd century bird-of-prey accomplished this with ease.

Traits: Romulan Bird-of-Prey

BIRD-OF-PREY (22 nd Century)								
Systems								
Comms	06	Engines	09	Structure	06			
Computers	06	Sensors	08	Weapons	08			
Departments								
Command	+2	Security	-	Science	-			
Conn	+1	Engineering	-	Medicine	-			
Power: 9			Scale: 3					
Attacks								
Disruptor Banks								
Disruptor Pulse (3 + Security CD, Long Range Torpedo)								
Talents								
Polarized Hull Plating (Breach on 4+ damage instead of 5+)								
Backup EPS Conduits								
Cloaking Device								

Bird-of-Prey (23rd Century)

Little is known about Romulan starships of this sort, which were encountered during the 23rd century, except for limited information gleaned during tense encounters along the edge of Romulan space. Much of Starfleet's knowledge of these vessels is extrapolated from those encounters as well as Romulan technology during the Earth-Romulan war a century earlier.

Traits: Romulan Bird-of-Prey, Prototype

BIRD-OF-PREY (23 rd Century)								
Systems								
Comms	06	Engines	07	Structure	07			
Computers	08	Sensors	09	Weapons	09			
Departments								
Command	-	Security	+1	Science	-			
Conn	-	Engineering	+2	Medicine	-			
Power:			Scale: 4					
Attacks								
Disruptor Banks								
Plasma Torpedoes								
Talents								
Cloaking Device								

D'Deridex Class Warbird

First encountered in the 2360s, these vessels are the mainstay of the Romulan fleet in the 24th century. These imposing, powerful vessels are powered by an artificial quantum singularity

in place of the matter/antimatter reactors that power Federation vessels.

Traits: Romulan Warbird

D'DERIDEX CLASS WARBIRD									
Systems									
Comms	09	Engines	10	Structure	11				
Computers	10	Sensors	10	Weapons	09				
Departments									
Command	+1	Security	+1	Science	-				
Conn	-	Engineering	+1	Medicine	-				
Power:		Scale: 6							
Attacks									
Disruptor Banks									
Plasma Torpedoes									
Tractor Beam									
Talents									
Fast Targeting Systems									
Cloaking Device									
Secondary Reactors									
Shield Inversion Beam									

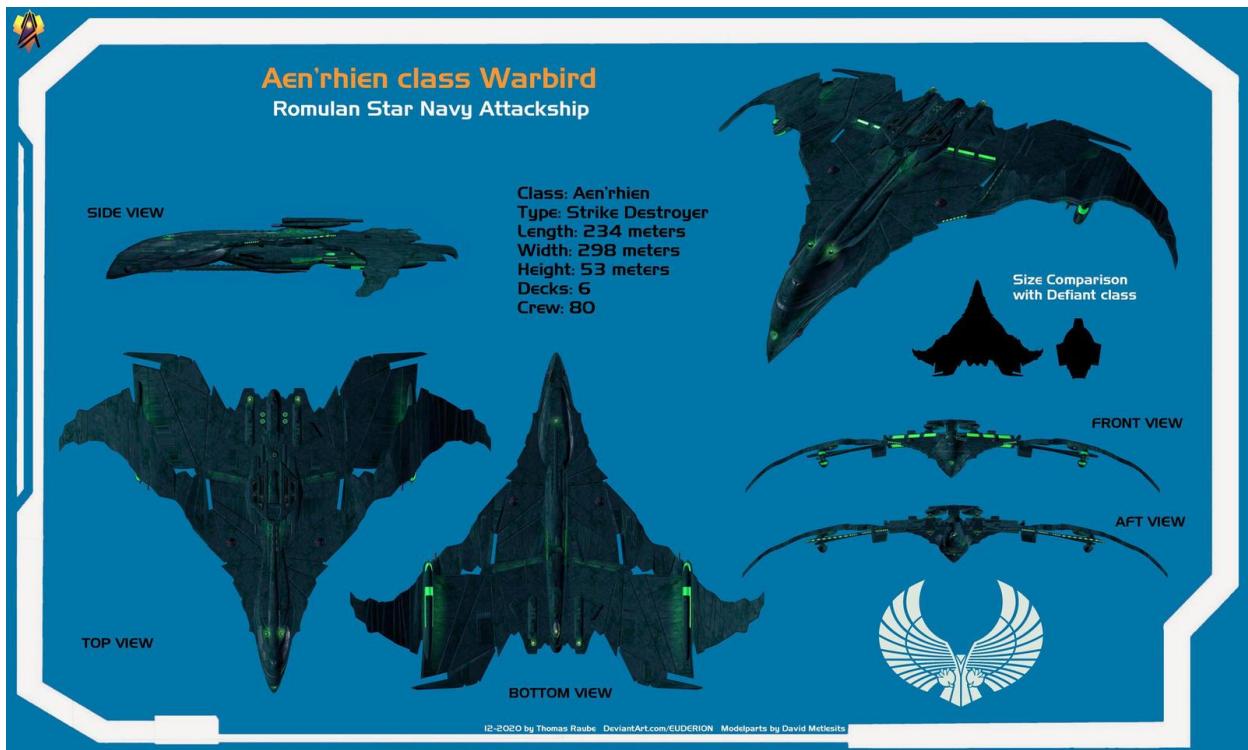
Aen'rhién Class

Original Design by Euderion

The Aen'rhién class (named after a Vulture-like bird on Romulus which literally translates to "Bloodwing" because of their green colored feathers) was first introduced in 2375, the last Year of the Dominion War.

After the official declaration of war against the Dominion, the Romulans had to face the small and much more agile Jem'Hadar attack ships. Romulan warbirds were many times stronger, but they showed considerable disadvantages against the swarm tactics of the enemy. Smaller Birds of Prey were present, but were mostly out of date to face the attack ships of the Dominion. The Romulan Navy desperately needed a modern and agile strike ship. The battle analysis showed that one ship type stood out on the battlefield. The Defiant class of Starfleet. The goal was clear, the Romulan military wanted their own version of the Defiant.

Traits: Romulan Warbird



AEN'RHIEN CLASS WARBIRD									
Systems									
Comms	09	Engines	09	Structure	08				
Computers	10	Sensors	10	Weapons	13				
Departments									
Command	-	Security	+2	Science	-				
Conn	+1	Engineering	-	Medicine	-				
Power:		Scale: 3							
Attacks									
Disruptor Cannons									
Disruptor Arrays									
Plasma Torpedoes									
Tractor Beam									
Talents									
Improved Impulse Drive									
Cloaking Device									

Shadow Class



The Shadow-class was only for the elite of the Romulan Star Empire's forces, namely the Tal Shiar, whose operations required a vessel more suited for covert operations. Their secretive nature meant that the Shadow-class cruisers contained the most advanced technology available, which was all classified to such an extent that members of the Romulan Senate were not 'officially' aware of the vessels' existence.

Considering who controlled such vessels, the Shadow-class was known to carry several experimental technologies that were not available within the standard Romulan fleet. A psychonic generator was installed that was capable of piercing the shields of a ship and killing the crew within. An efficient energy convertor was present within the ship that allowed it to convert the ship's own energy reserves to reinforce the shields of friendly vessels. Furthermore, the ship showcased the Romulan attempts at holographic technology, in the form of a holo-emitter that was capable of altering the sensor profiles of enemy ships. Finally, a working Interphase generator was present on the ship that allowed it to move, while cloaked, through matter by phasing through solid objects.

Traits: Tal Shiar Vessel

SHADOW CLASS									
Systems									
Comms	12	Engines	12	Structure	08				
Computers	10	Sensors	11	Weapons	08				
Departments									
Command	-	Security	-	Science	+1				
Conn	-	Engineering	+2	Medicine	-				
Power:		Scale: 4							
Attacks									
Disruptor Banks									
Plasma Torpedoes									
Tractor Beam									
Talents									
Holo-Emitter									
Psychonic Blast									
Energy-Shield Converter									
Phase Cloaking Device									

Venator Class

The Venator is one of the newest ship designs to come from the ship design yards at Romulus. A battleship intended to compliment the mighty Romulan Warbird, the Venator is slightly smaller, yet is equipped with longer range phasers.

Traits: Romulan Warbird

VENATOR CLASS									
Systems									
Comms	09	Engines	10	Structure	10				
Computers	10	Sensors	10	Weapons	10				
Departments									
Command	-	Security	+2	Science	-				
Conn	-	Engineering	+1	Medicine	-				
Power:		Scale: 5							
Attacks									
Disruptor Arrays									
Plasma Torpedoes									
Tractor Beam									
Talents									
Fast Targeting Systems									
Cloaking Device									

GRIFFIN CLASS									
Systems									
Comms	10	Engines	10	Structure	08				
Computers	11	Sensors	10	Weapons	09				
Departments									
Command	+1	Security	+1	Science	-				
Conn	-	Engineering	+1	Medicine	-				
Power:		Scale: 4							
Attacks									
Disruptor Arrays									
Plasma Torpedoes									
Tractor Beam									
Talents									
Sensor Jammer									
Cloaking Device									

Griffin Class



The Griffin class was developed to be a supporting vessel to the larger, more powerful D'Deridex class. The Griffin was designed to complement the Romulan fleet by confusing and disabling the enemy. Its reinforced shielding and ample crew allow it to be a formidable opponent in combat. It can land on planet surfaces.

Traits: Romulan Warbird

Scimitar Class



The Scimitar was a massive, heavily-armed Reman warbird. It was constructed under the command of Shinzon as part of a secret plot to overthrow the Romulan Senate, defeat the United Federation of Planets, and liberate the subjugated natives of Remus. Though only one such vessel was ever completed, some of the unfinished Scimitar-classes may have escaped Shinzon's wrath.

The Scimitar's cloaking technology was considered to be "perfect." It emitted no tachyons and left no residual anti-protons, the two main ways of tracking and locating a cloaked ship. It also possessed the ability of deploying both shields and weapons while cloaked, as well as travel at high warp speeds that rivaled Starfleet's Sovereign-class. Add on 52 disruptor banks, 27 torpedo bays, and a large complement of Scorpion-class attack fighters

and you end up with a dreadnought truly to be feared.

Traits: Romulan Dreadnought

SCIMITAR CLASS									
Systems									
Comms	10	Engines	11	Structure	12				
Computers	10	Sensors	10	Weapons	13				
Departments									
Command	+2	Security	+1	Science	-				
Conn	-	Engineering	-	Medicine	-				
Power:		Scale: 7							
Attacks									
Disruptor Banks									
Plasma Torpedoes									
Tractor Beam									
Talents									
Extensive Shuttlebays									
"Perfect" Cloaking Device									
Advanced Shields									
Command Ship									
Fighter Wing									

ROMULAN SHIP TALENTS

Energy-Shield Converter

Requirements: Shadow Class or GM permission

This specialized device allows the vessel to convert its energy stores into shield energy that can be transferred to an allied ship.

To use this device, it requires someone in the Internal Systems Role to perform a **Control + Engineering**, assisted by the ship's **Engines + Engineering**, at Difficulty 3 and a Power Cost of 2. If successful, one allied vessel of choice within Medium Range immediately restores 2 Shield. By spending Power in a 2:1 ratio (I.e., 2 more power means 1 more Shield), further shields can be transferred.

Fighter Wing

Requirements: Scale 5+, Extensive Shuttlebays

The ship contains one or more squadrons of Scale 1 fighters that can be launched to attack or harass opponents. To launch fighters, a ship's shields must be down. Each round, the carrier's commanding officer or the fighter's squadron leader can direct the wing's attack, choosing either offense or defense. On an offensive attack run, if the ship hits the fighter's target with an attack, the fighters grant you 2 bonus Momentum that cannot be saved to the group pool. On a defensive attack run, the Difficulty of attacks against the ship increase by 1. The fighters can be targeted, with the standard increased Difficulty for targeting small craft. A single breach disables a fighter, and when 3 fighters have been disabled, they can no longer make attack runs.

Holo-emitter

Requirements: Shadow Class or GM permission

The vessel is equipped with a unique deflector dish able to project holograms. When in use, it can manipulate enemy sensors by creating a false warp signature and appearance around an

enemy ship. This in turn can cause affected ships to inadvertently target their allies.

To use this device, it requires someone at the Tactical Station to perform a **Control + Security**, assisted by the ship's **Comms + Security**, at Difficulty 3 and a Power Cost of 3. If successful, all enemy ships within Medium Range have a 50/50 shot of targeting their allies when performing a hostile action. This effect lasts for only one Round.

"Perfect" Cloaking Device

Requirements: Scimitar Class or GM permission

Functionally similar to a normal cloaking device, the key distinction of a "perfect" cloaking device is that the equipped vessel does not count as having its shields down while in cloak. It also may attack from cloak.

Phase Cloaking device

Functionally similar to a normal cloaking device, the key distinction of a phase cloaking device is that the equipped vessel is capable of phasing through solid matter while the cloak is engaged. This allows it to pass through planets, stars, other celestial bodies, and even other ships.

Psychonic Blast

Requirements: Shadow Class or GM permission

This vessel has a special deflector dish capable of emitting a subspace blast of radiation. This causes the target's crew to temporarily go insane, attacking one another.

To use this device, it requires someone at the Tactical Station to perform a **Control + Security**, assisted by the ship's **Comms + Security**, at Difficulty 3 and a Power Cost of 3. If successful, the crew of a target ship at medium range is considered to have one less Attribute and Discipline (to a minimum of 7 and 1 respectively) when performing a Task. This effect lasts one Round or until the target ship succeeds at a Deploy Security Task.

Sensor Jammer

By unleashing a subspace wave, this vessel can temporarily disable all enemy sensors in its wake. To use this device, it requires someone at the Tactical Station to perform a **Control + Engineering**, assisted by the ship's **Comms + Engineering**, at Difficulty 3 and a Power Cost of 3. If successful, all enemy vessels within Medium Range are considered to have the *Jammed Sensors* Complication. This makes all Tasks that involve ranges beyond Close Range +1 Difficulty.

Shield inversion Beam

This device allows a vessel to drain an enemy's shields and transfer them to its own.

To use this device, it requires someone at the Tactical Station to perform a **Control + Security**, assisted by the ship's **Weapons + Engineering**, at Difficulty 3 and a Power Cost of 3. If successful, one enemy vessel within Medium Range loses 2 Shield, while this ship gains 1. By spending Power in a 2:1 ratio (I.e., 2 more power means 1 more Shield), further shields can be stolen in this manner.

MISSION BRIEF: PLAYING WITH FIRE

Suggested Era of Play: TNG

Suggested Spotlight Roles:

Security/Engineering/Science

Synopsis

The Tholians have been spotted near the Neutral Zone, which is a problem considering their territory is on the opposite side of Federation space from the Romulan Star Empire. They are both testing an extension of their Web Technology and otherwise probing the defenses of a nearby colony, Vrenitia. It's up to the players to learn all they can about this developing situation and to remind the Tholians not to mess with the Empire!

Major Beats

ARRIVAL AT VRENITIA

The player's ship arrives in-system and is able to confirm the presence of several Tholian vessels. An Orb Weaver is on the edge of the system opposite the players, and several Meshweavers are in orbit of Vrenitia. The former is using its web generator to form what looks like an artificial subspace wormhole. The latter are occasionally taking pot shots at the Romulan colony on the surface. The players must find out how the Tholians got this close to Romulan space undetected, and how exactly they've modified their web generators.

A LINGERING PROBLEM

Even if the Orb Weaver's machinations are halted, the phenomenon it was trying to create continues to grow and otherwise threaten to consume the Vrenitia system. The players must figure out a way to reverse this growing threat, and fast!

Minor Beats

- One of the PCs has received a cryptic message from home warning them about someone on Vrenitia
- Something about the subspace anomaly the Tholians are making is playing havoc with containment of the singularity powering the player's ship

Key NPCs

THOLIAN MESHWEAVER								
Systems								
Comms	08	Engines	11	Structure	08			
Computers	08	Sensors	08	Weapons	08			
Departments								
Command	01	Security	02	Science	01			
Conn	04	Engineering	01	Medicine	01			
Power:			Scale:					
Attacks								
Tetryon Beam Arrays (Medium, 5 CD, Dampening)								
Talents								
Improved Impulse Drive								

THOLIAN ORB WEAVER

THOLIAN ORB WEAVER								
Systems								
Comms	08	Engines	10	Structure	10			
Computers	09	Sensors	08	Weapons	10			
Departments								
Command	02	Security	03	Science	02			
Conn	02	Engineering	02	Medicine	01			
Power:			Scale:					
Attacks								
Tetryon Beam Arrays (Medium, 8 CD, Dampening)								
Thermionic Torpedoes (Long, 7 CD, High Yield, Dampening)								
Tholian Web Generator (Medium, 5 CD, Vicious 1, Persistent)								
Talents								
Rugged Design								
Improved Shield Recharge								

Conclusion

With the Tholians driven off or otherwise dealt with, the players should receive genuine thanks from the colonists on Vrenitia.

TEMPUS FUGIT

Contained within this section is insight into how *Star Trek* has dealt with time travel in canon (minus *Picard* and *Discovery*), guidance on how to incorporate time travel into your campaigns, and an actual campaign prompt for the

Temporal Era. It is my hope that, by providing these materials to you, you and your group will be able to enjoy time shenanigans without it turning into a huge mess. Well, less of a huge mess, anyways.

Time Travel Disclaimer

Time travel is, by its very nature, confusing. The subjects and missions covered within this supplement may contradict and otherwise backtrack on themselves. In these instances, you should exercise your own style of Gamemastering in a way that allows you to make such information work for your table.

Remember: There is no “wrong answer” when it comes to time travel.

TIME TRAVEL IN TREK

Star Trek as a whole has tackled time travel in a myriad of ways. From traveling back in time to acquire some whales (*Star Trek IV: The Voyage Home*) to traveling forward to see the Battle of Procyon V (ENT 3x18), nearly every single show run has addressed time travel in some fashion. An extensive list of each episode that does so [can be found here](#).

Methods of Time Travel

For this supplement, focus will be on the methodologies and reasons for time travel. Common instances of the former include:

The Slingshot Effect

Also known as the light-speed breakaway factor, this method of time travel uses an artificially-created time warp. It works by traveling at high warp towards a massive stellar body with a high gravitational attraction (i.e. a Star). After using the gravitational pull to accelerate the vessel even faster, the vessel

then breaks away from the stellar body. The resulting whiplash effect flings the vessel through time. It requires extremely precise calculations, taking into account such factors as fuel components, acceleration, and the mass of a vessel through a time continuum.

The Guardian of Forever

Said to have been built by the race that would eventually evolve into the Q, the Guardian of Forever is a sentient construct that functions as a time portal. It is a gateway to the time vortex, the focal point of all timelines. This means anyone passing through the Guardian can travel to other times, locations, and even dimensions. This may seem at odds with its appearance: Being an inert, crudely asymmetrical, circular gateway.

The Guardian was first encountered in 2267 by the crew of the *USS Enterprise* among the ruins of an ancient city that stretched across an entire planet. In time, this planet became quarantined after many attempts by malicious actors to alter the timeline. This would last until the Temporal Wars, at which point the Guardian moved itself to an unknown location.

Temporal Rift/Distortion/Vortex

These three terms all basically refer to the same thing: A rift or fracture in the spacetime continuum. They're typically detected by their tachyon emissions, and can occur without warning. Classic examples include the temporal vortex the Borg created in *First Contact*, the rift that allowed Admiral Janeway to encounter *Voyager* in VOY 5x25/26, and the temporal disruptor planted aboard *Voyager* in VOY 5x24.

Q

If you don't already know about Q, I would suggest checking out TNG 1x01/02, 1x10, 2x16, 3x13, 4x20, 6x06, 6x15, and 7x25/26. That or turning to page 60 of the official *Sciences Division* supplement for STA. In short: They're omnipotent, immortal “gods” with powers

unfathomable to “lower lifeforms”. That includes sending individuals through time.

The Nexus

Ironically, Q ended up creating the Nexus from a solar flare during an “idle moment in his childhood.” It is a formless, infinite plane of existence that is shaped by its inhabitants’ individual desires and dreams. Rules of the physical universe do not apply here, including time and space. Should anyone wish to leave the Nexus, they could travel to *any* point in the spacetime continuum of their choosing.

Entry to the Nexus is gained through contact with a violent, destructive temporal energy ribbon that crosses through the galaxy every 39.1 years, as well as in 2293, 2332, and 2371. It is a central plot of *Star Trek Generations*, and worth at least a casual watch if you can stomach it.

Transporter Malfunction

A major plot point of DS9 3x11/12: *Past Tense*, this method occurred accidentally when chroniton particles in the *USS Defiant*’s hull interacted with an explosion coming from a microscopic singularity passing through the solar system. In short, it beamed some of the crew not just through space but through time as well.

The Orb of Time

One of the Tears of the Prophets delivered to the Bajorans by the residents of the Bajoran Wormhole, this Orb is capable of transporting an object or person through time and space. After it was returned to the Bajorans by the Cardassians (who stole it during the Occupation) in 2373, use of the Orb was controlled by the Vedek Assembly and the Department of Temporal Investigation. That, of course, didn’t stop such episodes as DS9 5x06 and 6x17.

Temporal Transporters

A 29th-century technology that are an advancement on transporters, allowing transport to a desired space and time. Often found aboard timeships such as the *USS Relativity*.

Other Methods

Other methods that permit time travel, such as red matter black holes (JJ Trek) and the Red Angel suit (Discovery), do exist. However, as they come from sources that cause controversy and long, pointless arguments between fans, they have been omitted from this supplement.

Temporal Prime Directive

All Starfleet personnel are strictly forbidden from directly interfering with historical events, and are required to maintain the timeline and prevent history from being altered. This directive also restricted people from revealing information about the future in order to prevent paradoxes and alterations to the timeline. Like any good Directive in *Star Trek*, it was violated numerous times, especially by James T. Kirk and Kathryn Janeway.

This directive led to the formation of the Department of Temporal Investigations and the Temporal Integrity Commission.

Department of Temporal Investigations

Agents of this department are tasked with ensuring that time travel events that occurred within Federation jurisdiction were handled in such a way that prevented contamination of the timeline. Supposedly James T. Kirk had the largest file on record in the Department with 17 temporal violations.

Temporal Integrity Commission

This 29th Century Federation agency is tasked with protecting the timeline from temporal incursions. They accomplished this via use of timeships such as the *Aeon* and the *USS Relativity*, which were equipped with

technologies such as temporal transporters, temporal shields, and temporal sensors.

Temporal Cold War

The Temporal Cold War occurred when several time-traveling factions violated the Temporal Accords and tried to manipulate history for their own individual benefit. The major actors included the [Na'kuhl](#), the [Sphere Builders](#), the United Federation of Planets, and the [Unnamed Humanoid Figure](#) known by fans as "Future Guy". While the Federation acted through 31st Century Temporal Agents (such as [Daniels](#)), the other powers tended to act through proxy powers such as the Andorian Empire, Nazi Germany, Tholian Assembly, and the Xindi.

An actual Temporal War occurred when this Cold War escalated into a full-scale conflict.

Important Tech & Terms

Chroniton

A subatomic particle with temporal properties. Not harmful to humanoids, yet fatal to lifeforms that exist outside time (i.e. The Prophets). Produced by the normal operation of Romulan cloaking devices, the Orb of Time, Temporal Transporters, Transwarp, and more.

E1-Aurian

A humanoid species of "listeners" normally known thanks to Guinan in TNG. They have an awareness that supersedes the normal flow of time and space, meaning they are extremely sensitive to changes in the space-time continuum. This includes transitions to an alternate timeline.

Tachyon

A subatomic particle that exists at faster-than-light velocities and is often associated with time travel or as a byproduct of temporal distortions.

Temporal Causality Loop

A phenomenon where a specific moment in time repeats itself continually inside an independent fragment of time. To actors inside

this fragment, they experience events over and over until the loop is broken, all while the outside universe continues at "normal time".

Temporal Sensors

Sensors that allow one to observe the timeline and scan for any changes to it.

Temporal Shielding

Shields against changes in the timeline and from temporally-based weapons

Guidance on Resolving Paradoxes

Time Travel and Paradoxes go hand in hand, no matter how well thought out the time travel is. While there are major types of Paradoxes, such as the Grandfather Paradox and the Bootstrap Paradox, the general idea behind resolving them remains the same.

Each paradox tends to have unique circumstances behind it that require a paradox-specific resolution. Consider a Pogo Paradox – wherein interference to prevent an event using time travel actually triggers the same event. The timeline does not change as a result, yet those involved with the event experience different memories and records than those of the original spacetime continuum they came from. In short, this means the timeline "heals" itself without causing a Temporal Causality Loop.

Another important note is that Gamemasters should do their best not to allow for gaming of the system via paradoxes. Specifically, the Players should not be able to set up a means wherein they plan for their future selves to send information/supplies/etc. back in time to the present. Nor should they be able to manipulate the past to make themselves more powerful. Both are violations of the Temporal Prime Directive!

HOW TO INCLUDE TIME TRAVEL IN YOUR GAME

If you've gotten this far, you probably already have a few ideas of how to apply time travel to your own game(s). This section should cover your bases in case you don't.

In the STA core rulebook (and the divisions that follow), the concept of a color code was introduced to categorize solutions to Encounters. Red plots focus on diplomacy, intrigue, first contact, political storylines, legal stories, and spiritual matters unrelated to science. Gold plots focus on combat, physical action, intrigue/spionage, and action-oriented technology applications. Blue plots focus on science or medical issues, engineering and technical issues, and tactical scenarios that don't fit into gold plots.

All of these different ideas and approaches can be applied to time travel in the context of a storyline. For ease of reading, they are split into their color codes below.

Red Plots

Much like the *Command Division*, *Sciences Division*, and *Operations Division* supplements, this book focuses on the following seven Red Plots:

Conspiracy

Something is wrong and the Players know it. Events and personal logs aren't lining up, and there are signs that there's a greater power behind the way recent events are unfolding. Perhaps it's a Temporal Agent ensuring the timeline is kept intact, or maybe a higher-ranking officer is being manipulated or doing the manipulation to advance a temporal goal.

Diplomacy

Keeping factions from using time travel on the timeline for their own gain is a crucial job. Better that words solve such problems before

an actual Temporal Agent (or similar) needs to step in.

First Contact

Time travel can lead to encounters of strange new worlds with new life and new civilizations. Not just from extra-dimensional entities, but also from cultures that have long-since existed or have yet to exist.

Political

As detailed in the previous section, dealing with factions and individuals with access to time travel can lead to all-out war if not handled properly. Such ideas include the political wheeling and dealing needed to placate someone from messing with the timeline, or perhaps exposing that a given entity is being used as a proxy.

Show the Flag

Sometimes assets within Federation space require regular check-ins to ensure other factions do not lay claim to, or otherwise take advantage of, it. The Guardian of Forever's planet is a prime example of this. Usually a good reason to have a starship visit a given planet or stellar body.

Spiritual

Visions of the past/future from beings like the Prophets and Q can lead to a change in spirituality and decision making in a member of Starfleet. It might also be the case that using time travel to witness a certain event firsthand is ingrained into a given culture.

Starfleet JAG

The Players have recently returned from a temporal event and are now under scrutiny from the Department of Temporal Investigations. Did they act in accordance with the Temporal Prime Directive? If not, is punishment necessary? Alternatively, maybe the Players' expertise is needed in investigating and analyzing temporal evidence for an ongoing case or trial.

Blue Plots

Again, this book follows the official supplements to focus on the following six Blue Plots:

Deep Space Exploration

Finding a temporal anomaly out in deep space is a classic *Star Trek* episode premise. Whether or not the anomaly leads to things like time loops, time distortions, and more is entirely up to you as a Game Master. Just remember to snag a B-Plot idea as well!

Evacuation

In a race against time (perhaps literally), the Players must help a research outpost, planet, or other population escape something that threatens to destroy them. This could potentially be the result of a complication the Players rolled in a previous mission that involved time travel.

Medical Issue

Unshielded exposure to a temporal event might have caused temporal narcosis in a given crew or crew member. Or maybe a new form of chroniton therapy is being tested in order to treat a disease or injury previously thought untreatable. It might also be the case that a temporal parasite/condition is causing memory loss and/or disconnects from the flow of time!

Near Space Exploration

A new temporal phenomena or lifeform could be discovered in an already settled or explored star system. The Federation expands such a vast area that's ever-expanding, meaning there's plenty of chance to encounter problems with time on the homestead.

Planetary Exploration

Surveys of a planetary body can reveal signs of previous civilizations that once had access to time travel and other powerful technology, such as the Iconians and the T'kon. Or, if you're feeling really zesty, maybe the Guardian of Forever has a twin out there somewhere.

Research

Temporal Research is a hot topic no matter the era of play. Such plots can set up the Players to make a name for themselves with their efforts or to enable someone else doing the same. It might also be the case that the Players must recover such research from a bad-actor.

Gold Plots

Again, this book follows the official supplements to focus on the following five Gold Plots:

Defense

A classic example of a Defense plot is the end missions to the *Star Trek Armada* video game. In such, Earth must be defended against a Borg Invasion as the *USS Premonition*, a timeship, charges up to send the *USS Enterprise-E* back through time. By doing so, this allows the *E* to prevent the assimilation of Earth. Another good example is VOY 3x08/09, where the destruction of a timeship was crucial to the preservation of the timeline.

Escort

While a time-related technology is being tested or a highly-respected temporal researcher is being ferried about, there is a need to ensure their safety. Perhaps not just from contemporary problems but those stemming from time travel as well.

Espionage

By traveling through time, Players might be able to glean additional insight into a given faction or character that they would not otherwise be privy to. Such information could be used for both good or ill intent depending on the greater situation that prompted such time travel in the first place.

Patrol

In traveling Federation borders and trade routes, a new anomaly or phenomena might capture the attention of a starship's crew. Also used in Temporal Agent games to signify

observing the timeline and ensuring it is kept intact.

Tactical

Though not normally featured in games where all the Players aren't Temporal Agents, Tactical plots focus on the offensive side of time travel. This includes manipulating past (or future) events by disrupting events and/or destroying crucial equipment. An example comes from the Krenim in VOY 4x08/09.

Pulling Ideas from Other Media

A good Game Master steals ideas and themes from all manner of sources. Chances are that, if you're reading this, you probably have already encountered such media as *The Time Machine*, *Doctor Who*, *Back to the Future*, *Steins;Gate*, *Groundhog Day*, *A Christmas Carol*, *The Restaurant at the End of the Universe*, *Terminator*, and more. If not, you might have some new reading/viewing material!

THE TEMPORAL ERA

This era of play is generally reserved for the 29th century and beyond, but can occur as early as the 25th century. Starfleet has gained a knowledge and understanding of time travel, and have taken up stewardship in order to ensure the timeline is preserved. Timeships travel both time and space to accomplish this goal, while also performing duties typical to Starfleet vessels.

Access to time travel may seem like a daunting thing to give Players access to. And with good reason. A Player without a goal and access to time travel is likely to cause a grandfather paradox or completely change how history has unfolded! That is why campaigns in such an era must have a guiding force behind them to ensure the Players always have context for their missions and understand the Directives involved. This can be accomplished a few ways. The easiest way (if you don't have a Player Captain) is to make the Captain an NPC and

guide the Players that way. If you do have a Player Captain, then that same sort of guiding role can be filled by an Admiral or similarly high-ranking individual.

Ships in this era **are not** meant to actually fight starships and other threats from earlier eras. The difference in technology is simply too great, to the point that conflict is more an exercise in rolling large amounts of dice and stomping your opponent before they can fight back. However, there does exist the idea that 29th century starships may need to masquerade as less-advanced starships from time to time. By deliberately handicapping themselves to uphold the Temporal Prime Directive, such conflict becomes rewarding and otherwise enjoyable.

Generally, though, the idea behind a Temporal Era game is that the Players are all Temporal Agents part of the Temporal Integrity Commission (or similar). They are traveling back in time (often via temporal transporter) to correct changes to the timeline and otherwise make sure things unfold as they're meant to. This allows Game Masters to introduce themes and plots across all eras of play, and gives the Players exposure to a nearly-endless universe of possibilities.

Timeships

Only one Timeship is currently stated for use in STA: The Wells-class. You can find it [earlier in this omnibus](#). As stated above, the timeship the Players are on should act more as a set piece than an actual source of assistance unless they are facing down a threat or problem from their own time.

Potential Campaign Prompt

Courtesy of **GM Josh**, below is a summary of a game he once tried to run set in the Temporal Era. Feel free to use it and modify it to suit your needs!

Main Story

The Captain of the *USS Kairos*, Captain Donovan, has travelled to the future and seen that the Federation has grown complacent, leading to monumental problems and loss of life when a new, extra-dimensional threat emerges. Seeing the number of causalities involved, Donovan decides that, by making the Federation fall, the galaxy would be better prepared for this threat in their future. He then infiltrates the Temporal Integrity Commission, finds his way to be Captain of the *Kairos*, and begins grooming temporal agents to his side.

How the Players Fit in

The Players are part of "Team Three", brought on to replace the ill-fated "Team Two". They're manipulated into changing the timeline to a future that Donovan wishes, with only a few hints along the way that they're actually working for "the bad guys"

Other NPC Actors/Factions

"Team One" is firmly on Donovan's side and acts like Red Squad towards the Players: Elite and a tad jaded. Eventually the Players would have a showdown with them once they figured out Donovan's intentions

"Team Two" was killed because they figured out Donovan's plan and wanted to stop it. Clues to their fate and goals should be sprinkled around past timelines in a manner that the Players would be able to find.

The Reapers are a manifestation of the idea that time travel is a traumatic thing to the universe. These bloodthirsty, berserk creatures sometimes show up on the heels of the Players. They're truly monsters, unable to be reasoned with and only focused on killing everything around them. The more the Players travel through time, the more frequent the Reapers show up. Meant also as a great way for a Game Master with a ton of Threat to use it.

The Na'kuhl and the Vorgons mostly show up whenever events suit them. They're looking out for themselves, wanting to be on top when the Federation falls.

The Aegis are the Federation from a destroyed timeline who are actively trying to stop Donovan and the Players from messing with the timeline. They've frozen a part of their reality from collapsing and are desperately trying to bring it back. It is a fool's errand, though. Nothing they do will ever bring their timeline back. They're meant to be "high-tech bad guys" and a general clue that time travel isn't a great idea.

Outcome

Even if the Players ultimately fail in stopping Donovan, this sort of plot is a possible lead-in to the ban of time travel altogether. Which, given what recent *Trek* has introduced to canon, may or may not be a good thing.

ROLL20 ASSETS

The first asset is the [VTT Enhancement Suite](#) extension. This add-on works for both Chrome and Firefox, as well as for both Player and GM. It has so many quality-of-life tweaks to the default Roll20 experience, including, but not limited to:

- A new way to scroll through your maps as the GM
- Layer indicators
- Auto-fit maps
- Global Token Editing that can sync across every map
- Table/Macro/Character/Jukebox Import & Export

And so much more! That last bullet is especially important, as you won't be able to use the next asset without it!

The second asset is a set of rollable tables and a one-click macro that automatically rolls on the Technobabble chart found in the *Operations Supplement*. Get stuck in the moment and need convincing Technobabble? Click this macro and within seconds you're given something to impress your group with. Setting this up does require GM access, but once everything's imported into your Roll20 game anyone can use it!

You can grab the [Technobabble JSON files here](#).

The third asset is an NPC starship combat macro. It is as follows:

```
&{template:default} {{name=Jem'Hadar Attack Craft}} {{Crew Roll=[[1d20<13cs<3cf20]] [[1d20<13cs<3cf20]]]} {{---}} {{Fire Weapon=[[1d20<14cs<4cf20]]}} {{Disruptor Cannon Damage (Vicious 1)=[[9t[Challenge-Dice]]]}} {{Polaron Bank Damage (Piercing 2)=[[8t[Challenge-Dice]]]}} {{Torpedo Damage=[[6t[Challenge-Dice]]]}} {{---}} {{Evasive Action}} {{Attack Pattern}} {{Scan for Weakness}} {{Regen Shields}}
```

Weakness=[[1d20<13cs<3cf20]]} {{Regen Shields=[[1d20<9cs<2cf20]]]}}

Jem'Hadar Attack Craft	
Crew Roll	0 1
Fire Weapon	1
Disruptor Cannon Damage (Vicious 1)	5
Polaron Bank Damage (Piercing 2)	8
Torpedo Damage	5
Evasive Action	0
Attack Pattern	0
Scan for Weakness	1
Regen Shields	0

Example Output

Let's break things down. The basic roll follows this format:

`{}{{ROLL NAME=[[1d20<(TN)cs<(Crit Range)cf20]]}}`

Anything within a `{}{}` block will be a single line. Anything within a `[[[]]]` block will automatically roll and display the end result. If you need to see the specific die roll, you simply mouse over the result. (TN) should be replaced by whatever the Target Number is for the Task. (Crit Range) should be replaced by whatever the Crit Range is for the Task, usually the ship's Department score or the NPC crew's Discipline. Finally, cf20 signifies that rolling a 20 is a critical failure.

`{}{{Torpedo Damage=[[6t[Challenge-Dice]]]}}`

This particular line is dependent on you having a rollable table named "Challenge-Dice". If you do, this will roll on that table 6 times. Given

how the official STA sheets for Roll20 have issues when rolling Challenge Dice, it's recommended that you create your own table like so:

Challenge-Dice Export

Name (Don't include spaces in the name)
Challenge-Dice

Players can roll from table?

Table Items + Add Item

1
2
1 plus Effect
1 plus Effect
0
0

Finally, if you do have a table like the above, you can use this handy macro to roll on said table with a variable amount:

`/roll ?{Number of Dice|0}t[Challenge-Dice]`

Those of you that feel like tinkering with macros would find this [Roll20 Wiki Article](#) to be most helpful.

AFTERWORD

Well, here we are after nearly 200 pages worth of content! I hope you've found something inside useful, no matter how big or small it might be. As always, I appreciate feedback of all kinds. [Just shoot me an email](#) and I'll try to get back to you best I can.

It's worth saying that, aside from updating this Omnibus with fixes/errata, this might very well be my last *Star Trek Adventures* written release. I will, of course, continue to run my streamed games until my Players get sick of them. But for now, this is probably where I stop making published homebrew for STA. Not unless Modiphius manages to work something out with DriveThruRPG and CBS that would permit me to start making a greater return on the effort and time I put into releases like this.

Anyways, I want to thank everyone who's followed me since I entered the STA community in 2017. I've had a blast interacting with you all, even if there were a not-insignificant amounts of times I burned and rebuilt bridges with certain parties. I hope to one day see you in one of my [Twitch streams](#), [Youtube comments](#), [Discord Communities](#), [on Twitter](#), or even in my email inbox.

That's all for now. Remember to be kind to one another. Add to people's pile of good things, rather than weigh them down with more bad things.

- ELH

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